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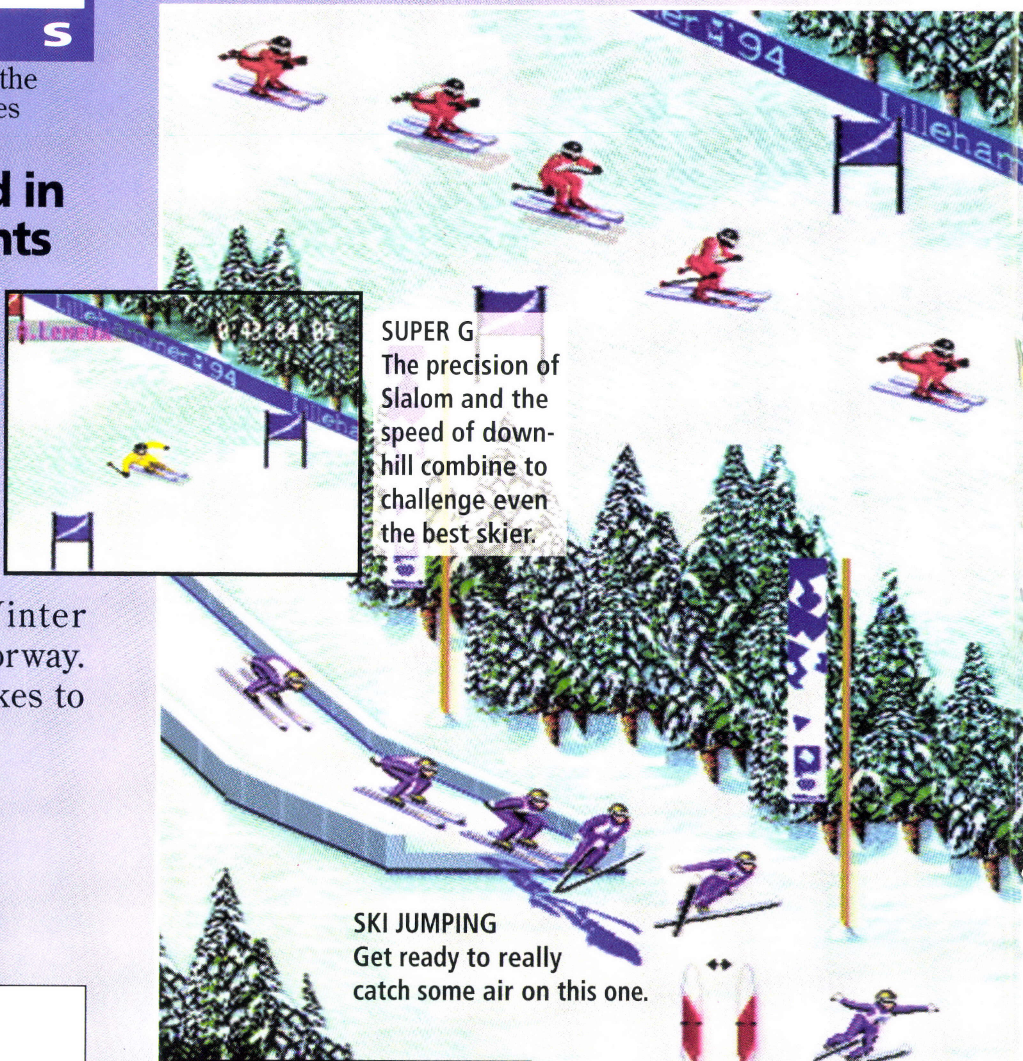

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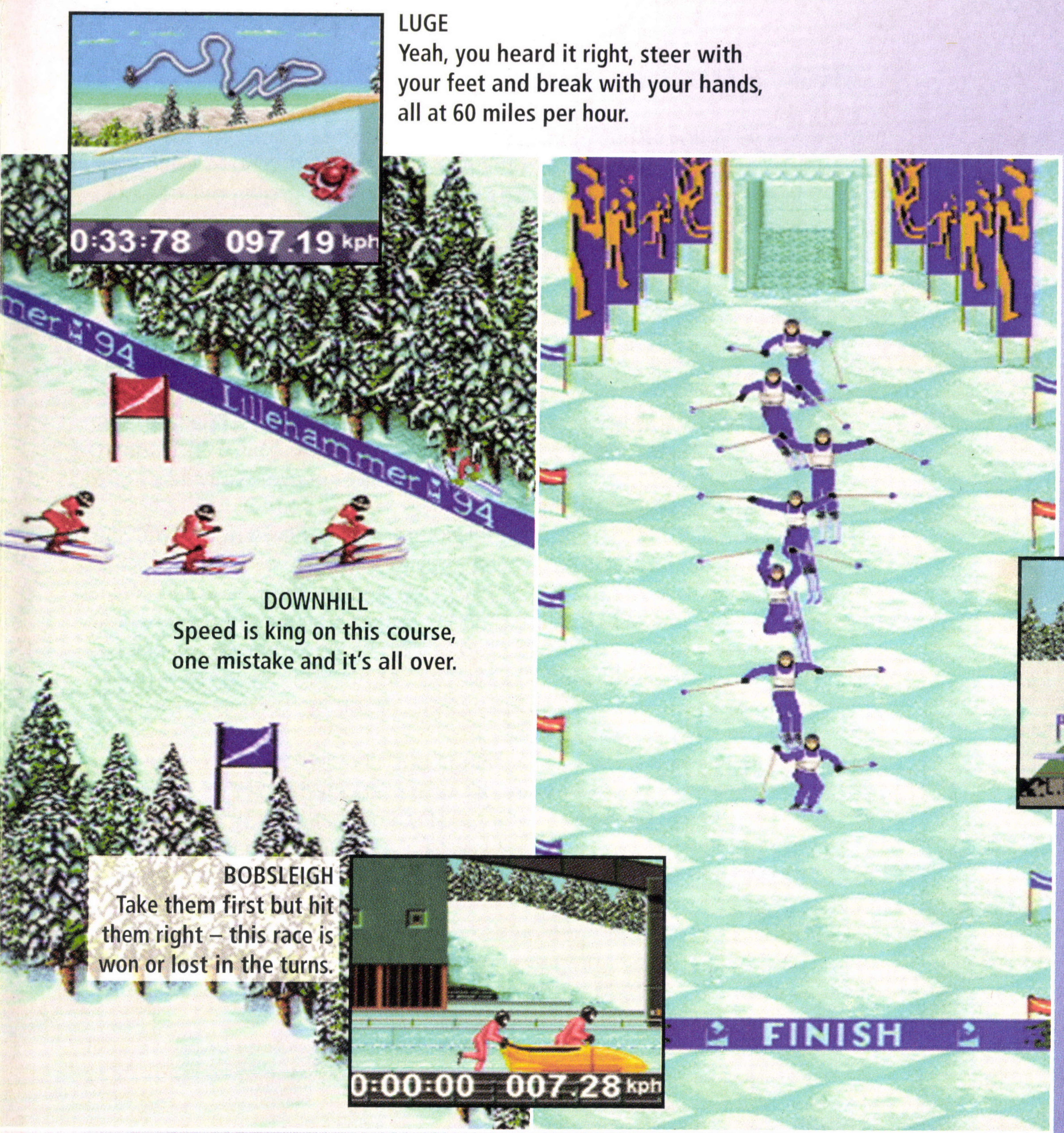

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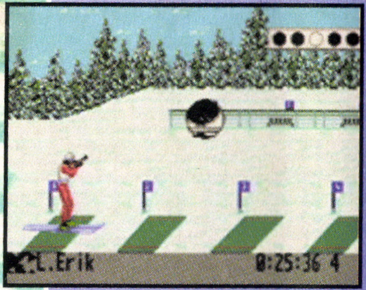

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The All-Sega™ Magazine

February, 1994
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PRESS START

1994...Sega Takes us to the Next Level?

It's the night before Christmas, and the entire staff has gone home. I'm sitting here as I do every year with this, the last page left to do in the magazine. You know, it's the quiet peaceful time. No phones ringing off the hook, no major problems to solve...just looking out the window watching the snow fall. It's the time when I sit back and think about 1993 and how things will be different in 1994.

This year was quite hectic for Sega. The Senate hearings really caused quite a stir and hopefully a new and better rating system (without government intervention) will come out in 1994. Ratings aside, 1994 looks like it will be a very unusual year.

The big question is whether Sega will bring out their 32/64-Bit Saturn system here in the States. Japan will get it, but if Sega waits until 1995 to bring it out here, they will lose the 'first system out' advantage over Nintendo's new machine. That's not typical of Sega.

Next, the current rumors indicate that Saturn will be incompatible with the Sega CD. Unusual for Sega but typical for Nintendo. OK, so Sega thinks if Nintendo can do it, they can do it also. Well and good. If Sega would only let the Sega CD die now, like Japan did (there wouldn't be a lot of mourners at its funeral) they could move onward into the REAL next generation. But no, all indications are that they plan to keep the Sega CD dinosaur alive. They say that the Sega CD and Saturn can coexist. Yeah, right. Nintendo said that also about the NES and Super NES.

What is really scary is the fact that Sega has invested tons of money into developing new Sega CD hardware. It's called the Genesis CDX and it is a 5" x 6" x 1" 'portable' Genesis and Sega CD combined. Wow! Oops, someone forgot to tell Sega that a portable system normally has a screen attached to it. It seems that this $400 'portable' will only play music CDs on the go. Double oops.

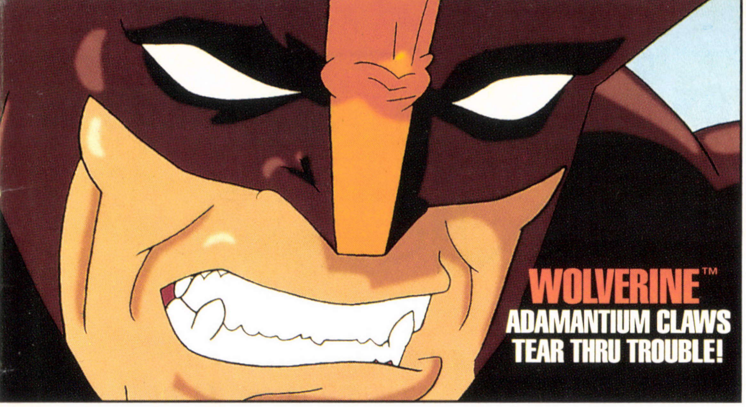
That's not all. JVC must have had a lot of Wondermegas left over from Japan as they are finally going to bring it out over here. It's a tough sell for $500 so JVC is throwing in a free encyclopedia to get you interested. Sorry, a day late and a dollar short. Triple oops.

And the good news...The Sega Channel sounds decent. Over 50 games to choose from, along with previews of unreleased, upcoming new carts. All for the price of a premium channel. Exciting!

The games are looking the best they've ever been. Sonic 3 is spectacular, Streets of Rage 3 is new, Phantasy Star 4 is back to the way the old series used to be, only better, and Virtua Racing looks fantastic, even in the two-player, split-screen mode.

Yes, it will indeed be a very unusual year. If I had one wish that Sega would grant it would be to see the Saturn in the stores this November.
Happy New Year!

Ed Semrad
Editor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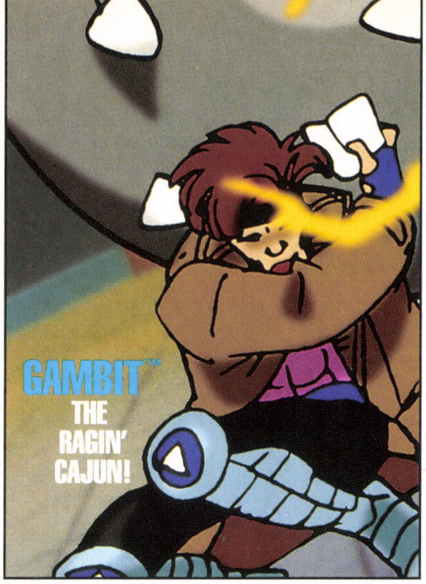
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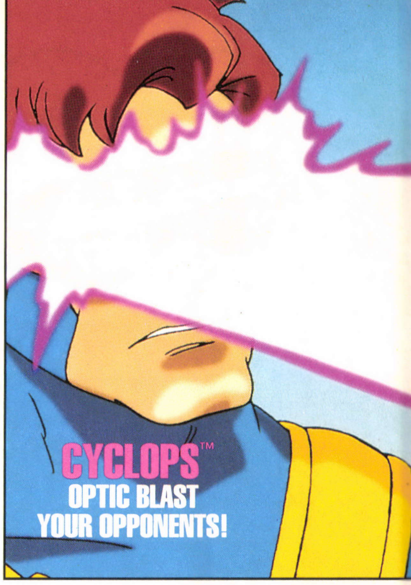
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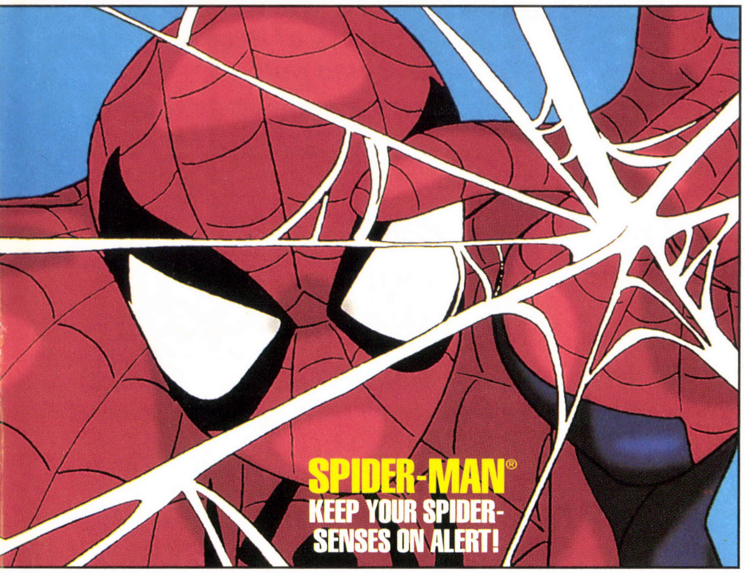
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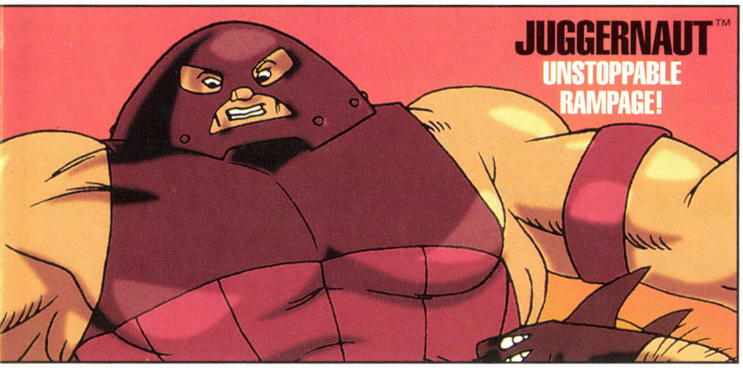
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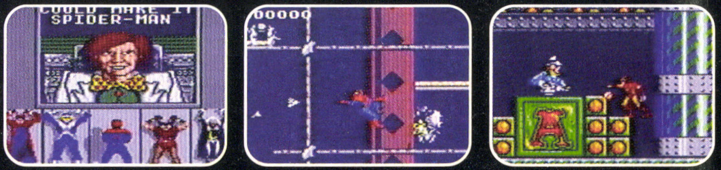
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Sega lets gamers play the entire library of Genesis games and CD-ROM titles, all in one system! What's more, it's light as can be!

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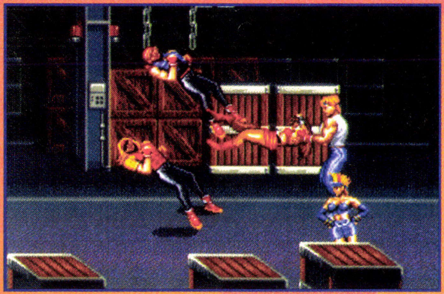

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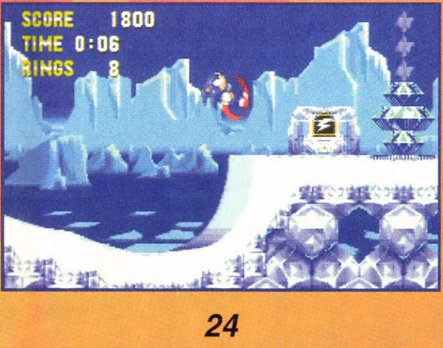

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MEGA PLAY PREVIEW SPECIAL
He's back and Mega Play has the scoop! Jump into six action-packed pages of Genesis' latest craze—Sonic 3!

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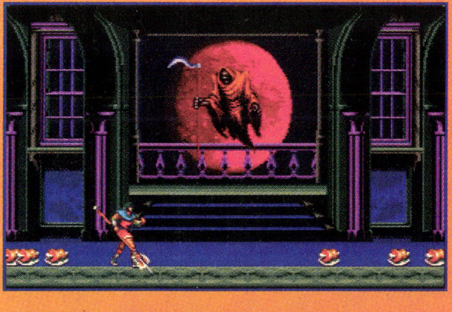
MEGA PLAY PREVIEW SPECIAL II
The vampire craze that has been sweeping the nation has found a home here with Bloodlines. Check out four pages on this cart inside.



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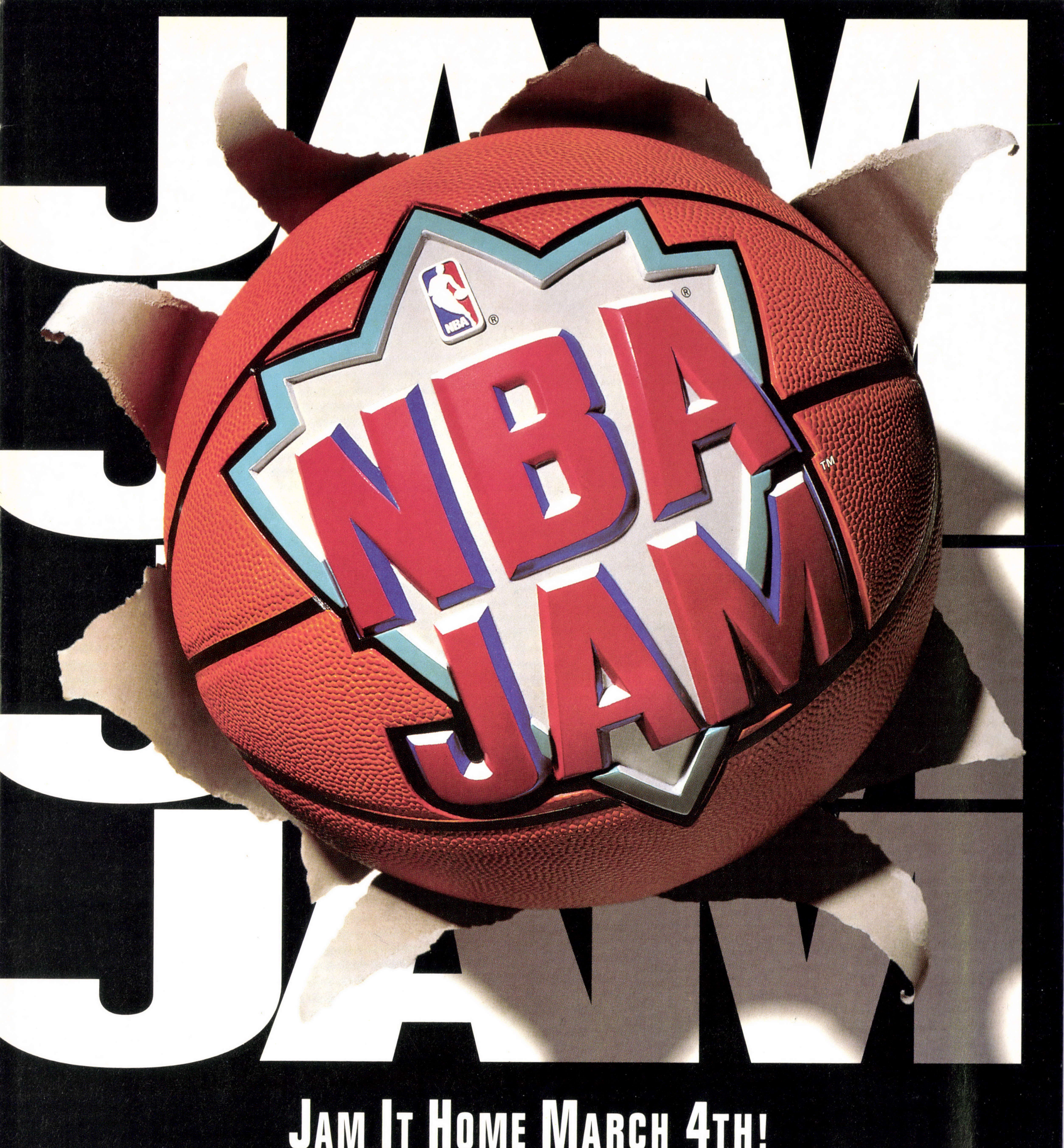

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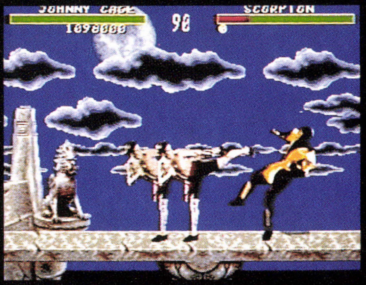

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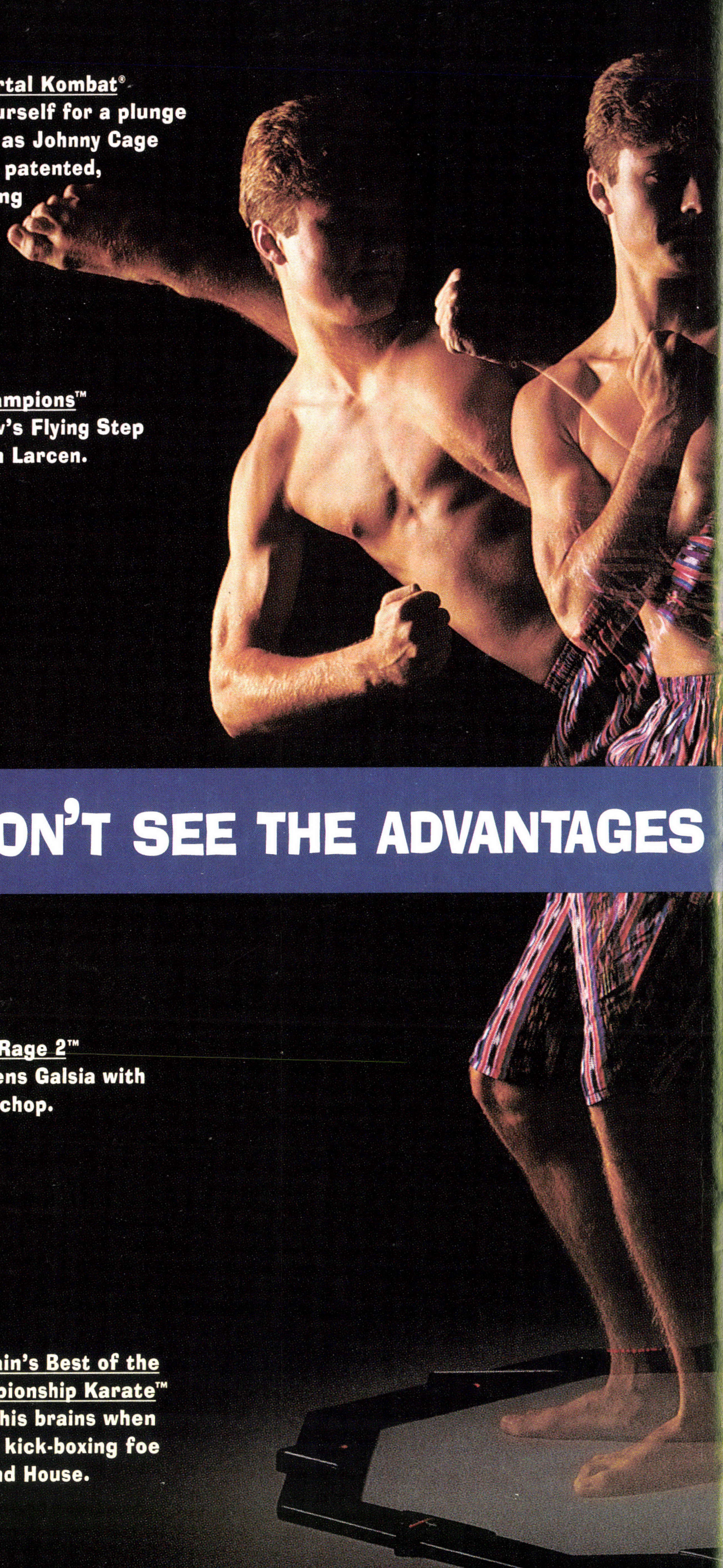

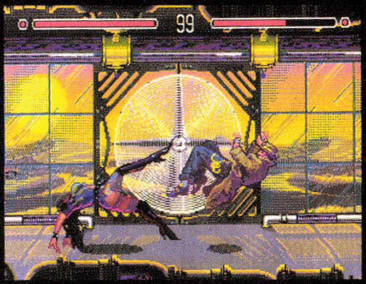

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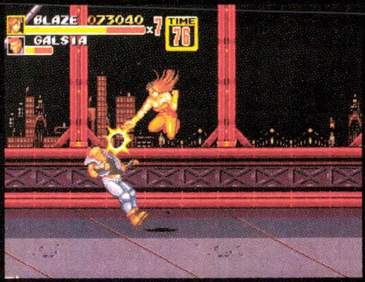

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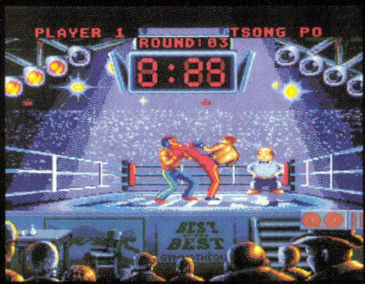

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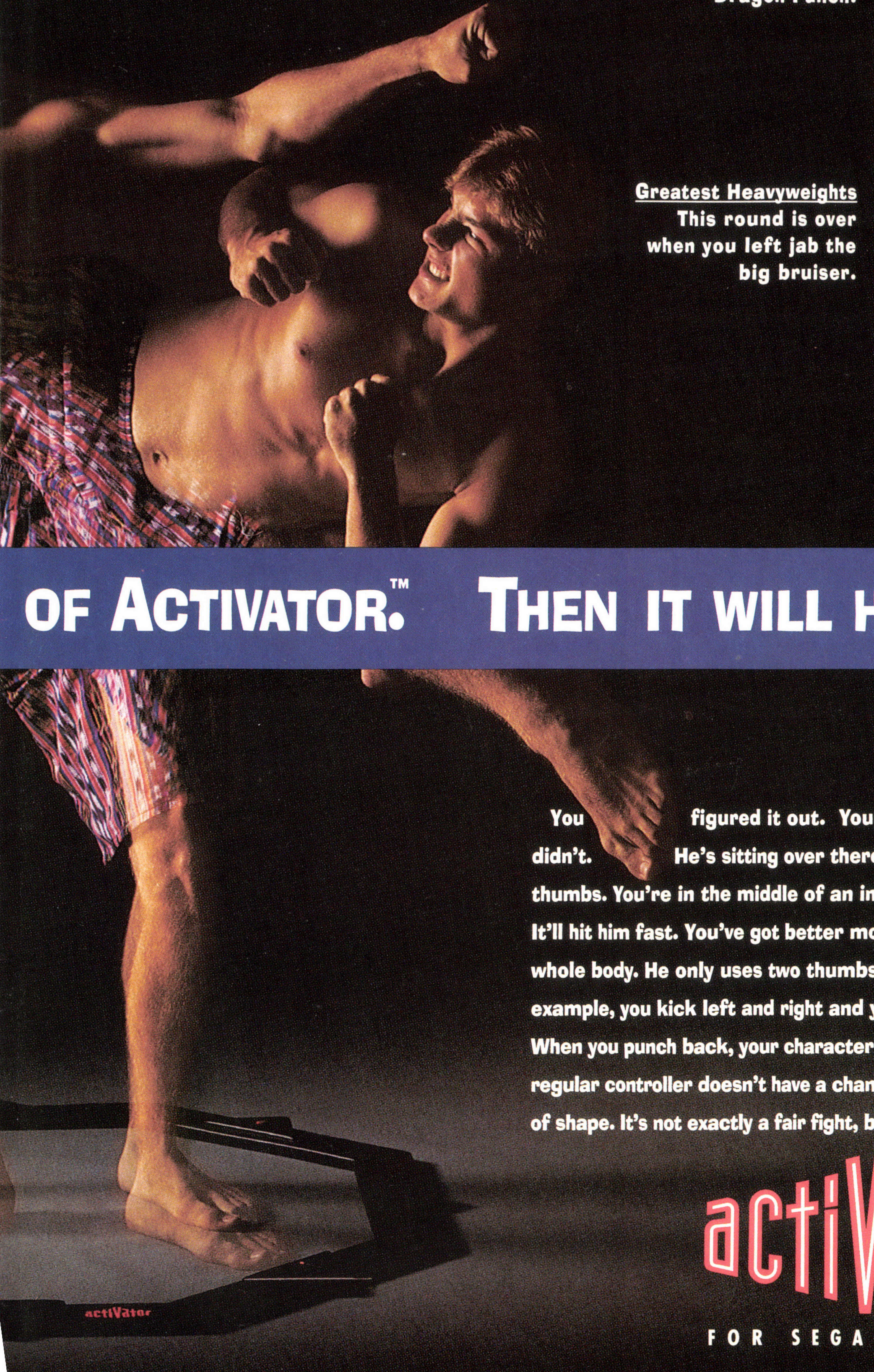

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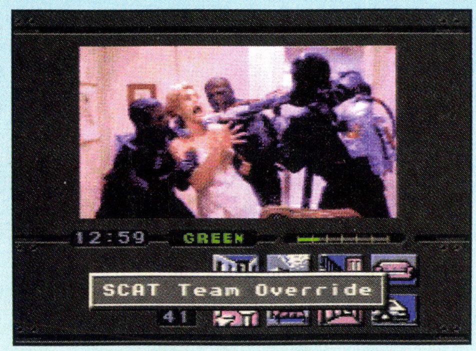
TOO MUCH VIOLENCE: 2 VIEWS

I have heard for months now about video game violence and how it affects the gaming industry. I also heard that Congress is bringing out ratings for the whole video game industry. My views on this is that they need it, because the games are getting more realistic (virtual reality is an example) and parents need to know more, much more about the games they buy for their children. But I also believe in the First Amendment, and companies have the right to make the games they want to make. Those are my views, and I have a question: what are the Review Crew's views on video game violence?

Duane Phillips
Sharon, PA



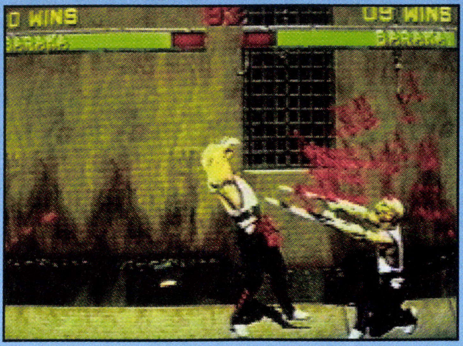
Is Night Trap for the Sega CD too much for some gamers?

Lastly, all this bureaucratic garbage the government is doing with sexual and violent (bloody) games is starting to get out of hand. I think that all the publicity these games are getting (Night Trap and Mortal Kombat) will only drive more people to buy them to satisfy their curiosity. If that is what the government wants to do—then fine, but let the mature adolescent decide what games they wish to play. I read somewhere that if a parent is worried that their kids will attempt to do these "fatality moves" then it is the parents' fault for failing to teach these kids the difference between real and make believe.

Kyle Heon
Acton, ME

(Ed. This is promising to be a very hot topic in the months ahead, as anyone who has been keeping tabs on the industry knows. Recently there was a hearing before a Senate committee chaired by Sen. Herbert Kohl (D-Wis.) that discussed the topic. The topic of some type of government regulation was brought up, but nothing was agreed upon. As you know, Sega does put ratings on their games, but some of the earlier releases for the Genesis and Sega CD platforms (like Night Trap for the latter) were released without a rating. Now that title gets the highest restriction of MA-17. In terms of parents needing to know more about the games their children are playing, exactly how does a kid get the money (say $60) to buy some of these games, unless it is a gift from their parents? We all believe in the First Amendment, but how much is too much? That is a question that has been asked for a long time, and will probably never be answered to everyone's liking. However, some of the points made by members of the committee during the hearing were very misleading (especially in reference to the Sega CD version of Night Trap—the objective is not to make sure the women get killed and none of them are hung from meat hooks, and the footage from Mortal Kombat for the Genesis version looked an awful like the arcade version.

As for our own Review Crew's impressions of censorship by the government, the unanimous sentiment is they should stay out. Granted, something should be done, but government should stick to more important topics and not go around playing 'Big Brother'. Besides, one of the senators on the panel said the Super Scope 6 peripheral for the Super Nintendo system looked like an assault weapon. These people want to regulate video games. Go figure!)



The arcade hit Mortal Kombat II—will it come to home systems?

MK AND MK2...

My letter is about Mortal Kombat II, and I have three questions I'd like to ask:

1) First, will Mortal Kombat II come out for home systems?
2) If so, will the game still have the blood and guts from the arcade and the special move refinements, such as the much better looking Shadow Kick?
3) Third, of course, the most obvious question... WHEN WILL IT COME OUT!?!

Chris Williams
Morrisonville, NY

All I want is information! What about Mortal Kombat for the Sega CD? What has become of it?

Jared Harley
Jackson Hts., NY

(Ed. Mortal Kombat II which has just been released in the arcades, is looking to be a pretty big hit already! Has Street Fighter II met its match? In terms of a possible home release, nothing has been announced yet, but the odds are that it will probably be released sometime soon. In terms of a probable home version remaining close to the arcade version, we would all like for it to be identical, but that is up to the company that does the game. Considering people are now discovering all the moves and hidden characters, it may take some time.

As for the Sega CD version, there is supposedly going to be one, but when—nobody knows! Yet with all the talk of violence in video games, who knows what will happen with it. You can rest assured when we find out we will be the first to let you know.)

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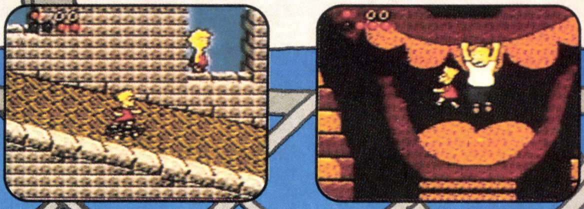
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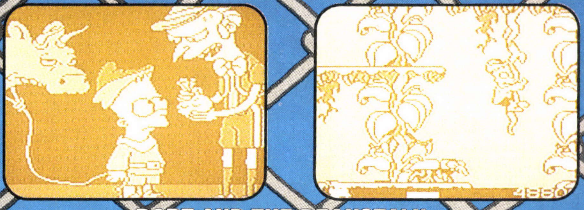
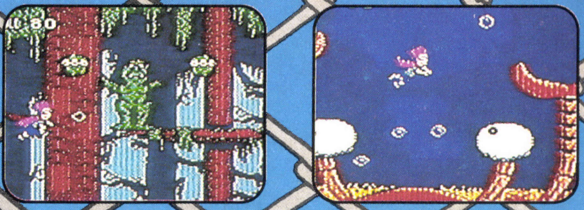

BART AND THE BEANSTALK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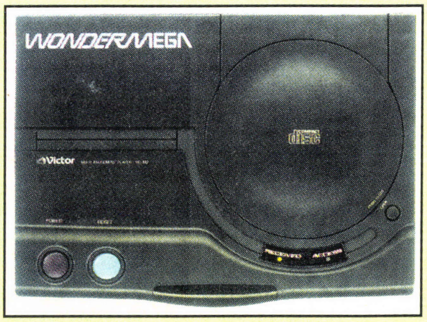
SEGA DEBUTS THE CDX SYSTEM AT CES!

Sega will be releasing their first integrated system under the title: Sega Genesis CDX Multimedia CD-ROM Entertainment System. The CDX is a compact system that can play all Sega CD and Genesis titles. Weighing in at a miniscule pound and a half, this unit doubles as a portable audio CD player. So now you can listen to your CDs to go, and take your favorite system where-ever you want.

This technology won't be cheap, however. The CDX can be had for around $400, and it will be available in March of 1994. This sized-down system might be the next level in multimedia entertainment.

JVC TO BRING OUT THE X'EYE!



JVC is readying the launch of their X'EYE system. Available in April of 1994, the X'EYE is a Genesis, a Karaoke machine and Sega CD player all in one.

The X'EYE's CPU incorporates two 68000 processors and one Z80A processor. Its internal RAM includes 6M-Bit for CD-ROM buffer, 128K-Bit CD-ROM data cache. You might recognize this system as the Wondermega if you are familiar with the Japanese goods. It will be packaged in with three titles including Compton's Interactive Encyclopedia, a CD+G Karaoke disk and a Sega CD game. It'll be priced at $499.99.

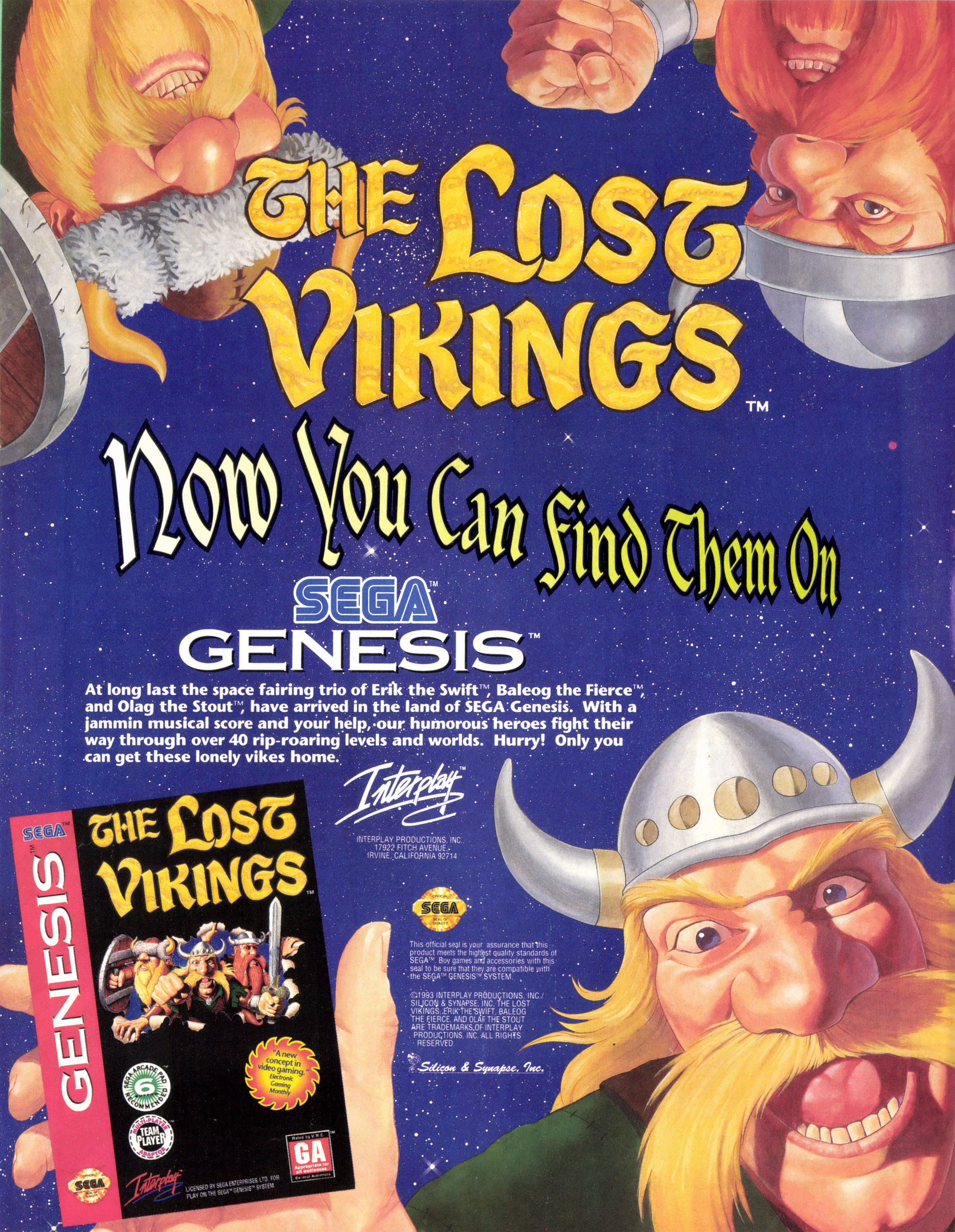
THE SEGA CHANNEL: A REALITY...

It's a dream come true. The new Sega Channel is here. It is a brand new cable channel that lets you choose from 50 of the latest and hottest titles of all types.

With a special cable adapter that attaches to your Genesis, you can download your games from your cable system. And the cost is comparable to regular premium channel prices. Cool!

Right now approximately 325,000 cable subscribers are participating in the test marketing in limited areas. It will hit nationwide in the summer of 1994, and internationally in December 1994.

Go to the next level with Sega!


THE LOST VIKINGS™
Now You Can Find Them On
SEGA™
GENESIS™
SEGA
GENESIS
THE LOST VIKINGS™
"A new concept in video gaming." Electronic Gaming Monthly
SEGA ARCADE PAD 6 RECOMMENDED
MULTI-PLAYER TEAM PLAYER ADAPTOR
Rated by V.R.C. GA Appropriate for all audiences
Interplay
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™, and Olag the Stout™, have arrived in the land of SEGA Genesis. With a jammin musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikes home.

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Silicon & Synapse, Inc.

MEGA TRICKS!!!

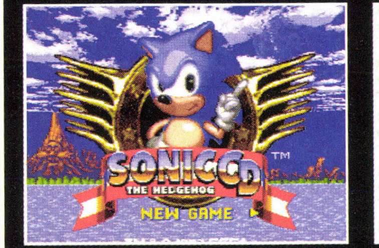
The Ultimate in Sega Secrets!

SONIC CD

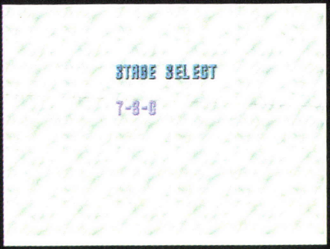
(Sega/Sega CD)

Stage Select, Sound Test and Debug

These tricks will give you a Stage Select, Sound Test and a Debug Mode. When the Title Screen appears where it says "Press Start," press UP, DOWN, DOWN, LEFT, RIGHT, B. The Stage Select Screen will appear. Choose the level you want. You can only play the selected stage through, and then you will be taken back to the Title Screen. For a Sound Test, go to the Title Screen. Enter the code: DOWN, DOWN, DOWN, LEFT, RIGHT, A. This will open the Sound Test Mode. Change the sound settings to FM NO.40, PCM NO. 12, DA NO.11. Then press START. A picture of Tails will appear! Now press START again. When you choose the Time Attack Mode, pressing B enables Sonic to walk through objects. Jump with buttons A or C. In a New Game, press B to enter the Debug (edit) Mode. In this mode, press B to change Sonic into a different object. Pressing C places objects on the screen. You can do this in any level.

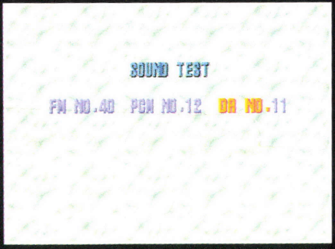


When this screen appears, you can do either of the tricks.


STAGE SELECT

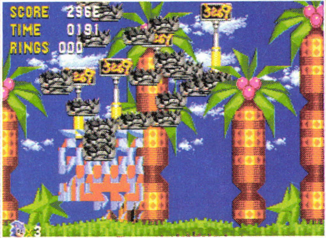
7-8-0

Do the trick for the Stage Select and choose any one.


SOUND TEST

FM NO.40 PCM NO.12 DA NO.11

If you do the code for a Sound Test, you can get a Debug.



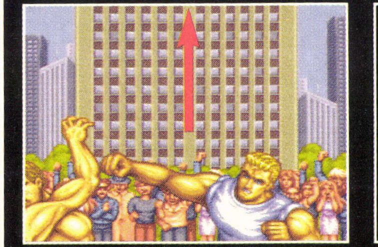
In the game, you can turn into objects and duplicate!

STREET FIGHTER II: SCE

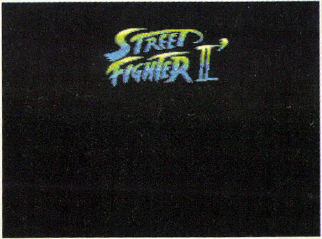
(Capcom/Genesis)

Five Stars in Champion Mode

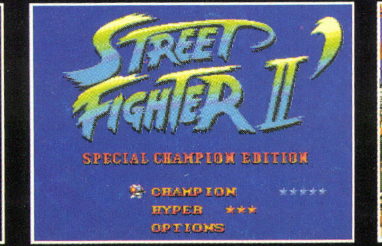
Normally, you can get an increase in stars for the Hyper Mode. But now, you can get an increase in stars for the Champion Mode in this game. This will make a whole new concept to the original game. To get five stars in the "Champion" Mode of this game, do this trick. When the cinema of the fighters begins, and it scrolls up the building, wait until the screen fades and only the Street Fighter II words are showing. If you have a six-button controller, quickly press the buttons in this way: DOWN, Z, UP, X, A, Y, B, C. If you have a three-button controller, quickly do it this way: DOWN, C, UP, A, A, B, B, C. You'll hear Zangief's voice if you did it correctly. Back at the Title Screen, go to the "Champion" Option and move RIGHT on the pad for five stars! Now, you can play a faster version of the game for an all new challenge!



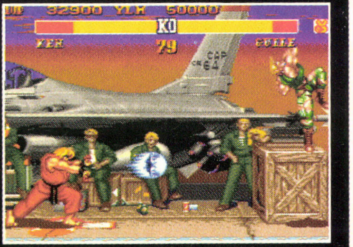
Wait for the opening Cinema Screen to scroll upward.



When the screen fades, only the title is left. Do the trick.



Press RIGHT on "Champion" to get up to five stars.



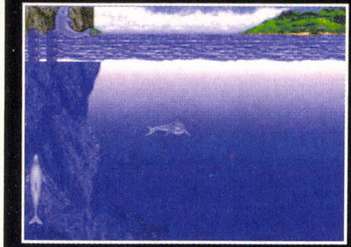
Now you can play Champion Edition with turbo speed!

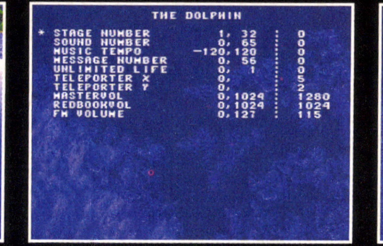
ECCO CD

(Sega/Sega CD)

Debug Menu

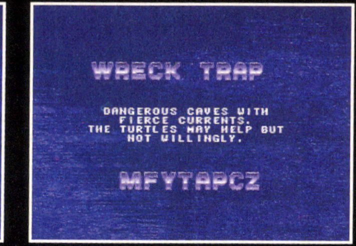
There is a hidden trick in this game where you can change the stage, sound, music, message number, Unlimited Life Option, volume and more! To access the Debug Menu for this game, go into a level and make Ecco do a U-turn. When his face is facing you square, press START and then just key in this code on the first controller: RIGHT, B, C, B, C, DOWN, C, UP. You will be taken to a Debug Menu Screen that will let you choose many options for this game.


In any level, make Ecco face you. Pause and do the trick.



```
                THE DOLPHIN
*  STAGE NUMBER          1,  32  :  0
   SOUND NUMBER          0,  65  :  0
   MUSIC TEMPO        -120,120   :  0
   MESSAGE NUMBER        0,  56  :  0
   UNLIMITED LIFE        0,   1  :  0
   TELEPORTER X          0,      :  5
   TELEPORTER Y          0,      :  2
   MASTERVOL             0,1024  :  1280
   REDBOOKVOL            0,1024  :  1024
   FM VOLUME             0,127   :  115
```

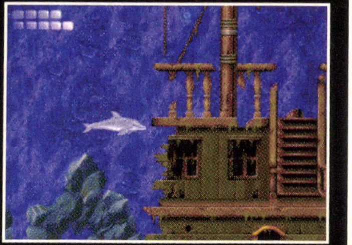
This Debug Menu will allow you to do a variety of things.


WRECK TRAP

DANGEROUS CAVES WITH FIERCE CURRENTS. THE TURTLES MAY HELP BUT NOT WILLINGLY.

MFYTAPCZ

From the menu, you may choose any level you wish.

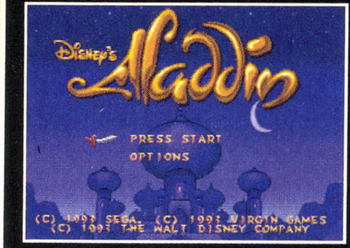

You can begin with invulnerability to hits!

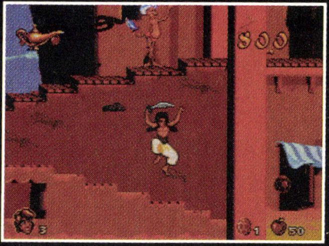
ALADDIN

(Sega/Genesis)

Level Skip

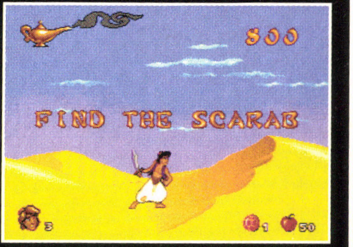
If this game is giving you trouble, use this level skip trick to get through it, all the way to the end of the game. At the Title Screen, choose the "Press Start" Option and go into the game. In any part of the game, press the START button to pause the game. Now, press these buttons: A, B, B, A, A, B, B, A. You'll hear a series of sounds. The screen will fade and go to the next level! Go to the last level of the game and see the ending!


Disney's Aladdin
PRESS START
OPTIONS
(C) 1993 SEGA (C) 1993 VIRGIN GAMES
(C) 1993 THE WALT DISNEY COMPANY
At the Title Screen, press START to begin your game.



Play and pause. The screen will darken. Do the trick.

Level Complete
You'll hear a sound. The screen will be completed.



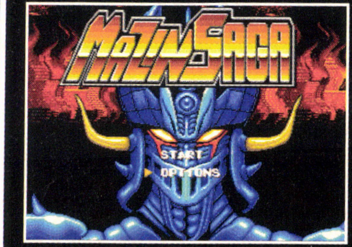
You'll be able to go to the next. Repeat in more levels.

MAZIN SAGA

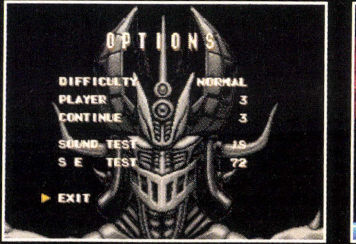
(Vic Tokai/Genesis)

Play Only Against the Bosses

This trick will allow you to play in large form only against the Bosses. To do this, go to the Title Screen and move the cursor to "Options." Press START. In the Options, set the Sound Test to 18 and the S. E. test to 72. Exit the Sound Test and go back to the Title Screen. Start your game. Now, you will play in large form and battle every one of the Bosses in order for victory! See how long you can last in this mode as you fight to the death!



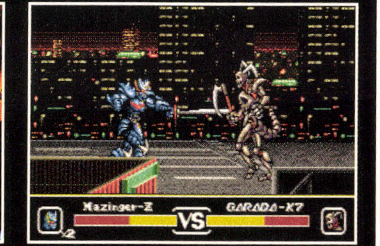
At the Title Screen, move the cursor to "Options" and start.


OPTIONS

DIFFICULTY NORMAL
PLAYER 3
CONTINUE 3
SOUND TEST 18
S E TEST 72
▶ EXIT

In the Options, set the Sound Test to 18 and S. E. test to 72.

MAZIN SAGA
START
OPTIONS
Go to the Title Screen and choose the "Start" Option.



When you start, you'll play only against the Bosses!!

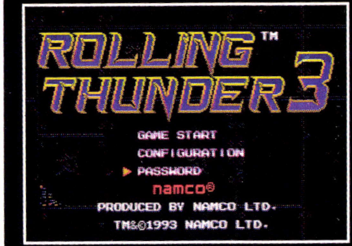
ROLLING THUNDER 3

(Namco/Genesis)

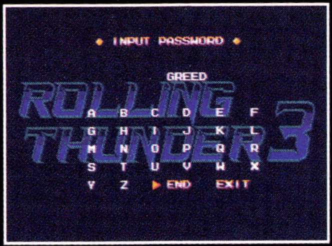
Play As Ellen

This code will allow you to play as the heroine, Ellen in this challenging game. Here is how to do it. At the Title Screen, access the Password Option. Press the START button. When you are on the Password Screen, put in the code, GREED. Now, go back to the Title Screen and choose, Game Start. You may now play as Ellen! She has the same moves as the original hero of the game.

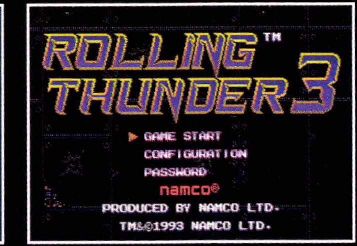
Christopher Friedberg
Bensalem, PA


ROLLING THUNDER 3 TM
GAME START
CONFIGURATION
▶ PASSWORD
namco®
PRODUCED BY NAMCO LTD.
TM&©1993 NAMCO LTD.

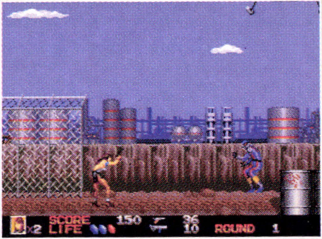
When you are at the Title Screen, choose "Password."


◆ INPUT PASSWORD ◆
GREED
A B C D E F
G H I J K L
M N O P Q R
S T U V W X
Y Z ▶ END EXIT

On the Password Screen, enter this new code: GREED.


ROLLING THUNDER 3 TM
▶ GAME START
CONFIGURATION
PASSWORD
namco®
PRODUCED BY NAMCO LTD.
TM&©1993 NAMCO LTD.

Back at the Title Screen, pick the Game Start Option.


SCORE 150
LIFE
36
10
ROUND 1

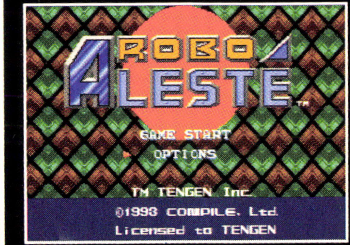
Now, when you play the game, you will be the heroine, Ellen!

ROBO ALESTE

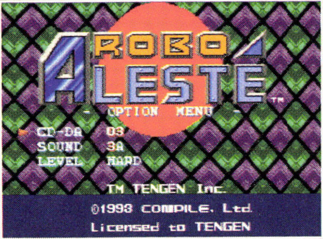
(Tengen/Sega CD)

Stage Select

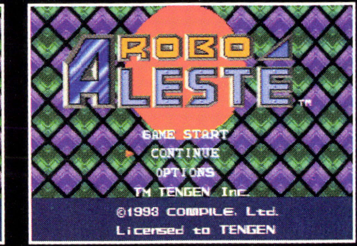
Go to the Option Mode from the Title Screen. In this mode, set the Sound to 3A, the Level to HARD, and the CD-DA number to the stage from which you want to start. Now, press the B button and the START button at the same time. You will now see a Continue Option on the Title Screen. Now, choose this option to go to your selected stage. You can do this any time you start a new game and choose any level; all the way up to the last stage.


ROBO ALESTE TM
GAME START
OPTIONS
TM TENGEN Inc.
©1993 COMPILE. Ltd.
Licensed to TENGEN

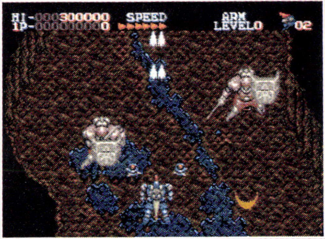
At this screen, go to the Options Selection and START.


ROBO ALESTE TM
OPTION MENU
CD-DA 03
SOUND 3A
LEVEL HARD
TM TENGEN Inc.
©1993 COMPILE. Ltd.
Licensed to TENGEN

Set the Sound to 3A, Level to HARD & CD-DA to the stage.


ROBO ALESTE TM
GAME START
CONTINUE
OPTIONS
TM TENGEN Inc.
©1993 COMPILE. Ltd.
Licensed to TENGEN

When you see the Continue option, move and choose it.


HI-000300000
1P-000000000
SPEED
ARM LEVEL0
02

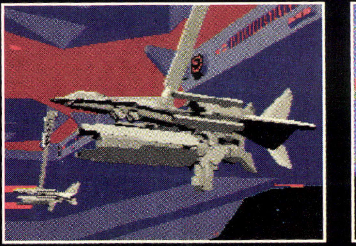
You will begin on the stage that you chose in the Options.

SILPHEED

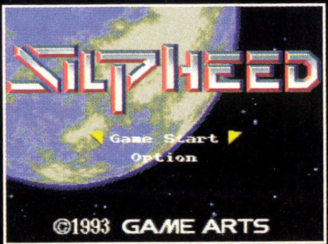
(Sega /Sega CD)

Replenish Your Shield

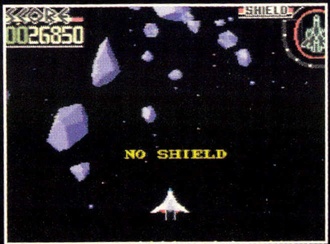
During the opening cinema of the game, take the first controller and press these buttons in this exact order: RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START. Start your game and play as normal. When your shield is low, take the second controller and press the A button repeatedly. Every time you press this button, one bar of your shield will be replenished. This will help greatly if you find yourself getting pummeled in the game.



During the opening cinema, do the trick with controller 1.


SILPHEED
Game Start
Option
©1993 GAME ARTS

Start your game from the Title Screen as normally done.


SCORE
0026850
SHIELD
NO SHIELD

Your ship will be hit by enemy fire many times in the game.

SCORE
0027350
SHIELD

Press the A button on pad 2 to replenish your shield bars.

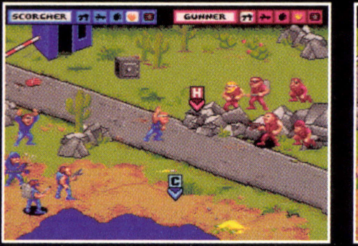
GENERAL CHAOS

(Virgin/Genesis)

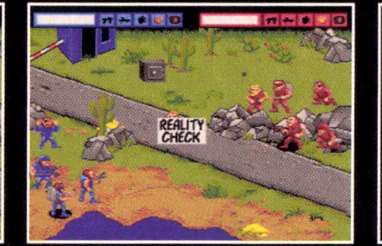
Win By Chucking

In the game, General Chaos choose a team with a "Chucker." When you go into the game, have the Chucker toss one of his grenades. While it is in the air, press the START button to pause the game. The grenade will keep moving, and it will land on someone, because they are frozen. You can keep doing this for the whole battle, until their entire battalion is destroyed! You can win every game like this.

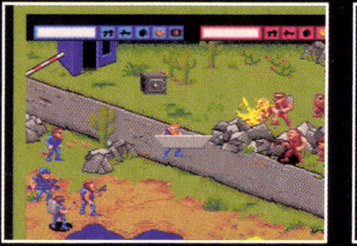
Christopher Chan
Elmhurst, NY

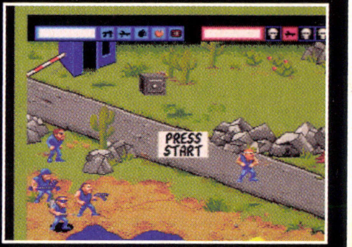


Take a Chucker and move him into a strategic position.



Throw a grenade and then press the START button.


After pausing, the grenade will travel and hit your enemies.



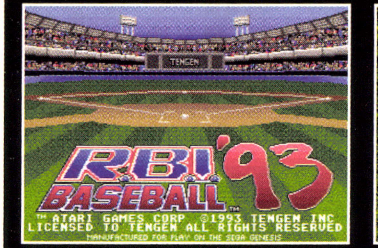
Do this throughout the whole battle to clear everyone out.

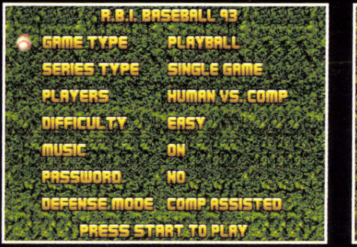
R.B.I. BASEBALL

(Tengen/Genesis)

Credit Screen

At the Title Screen, just press the START button to access the options. After the Options Screen appears, take controller 1 and press buttons A, B and C 256 times simultaneously (Yes, 256!!) or until the "Credits" Screen appears. The trick will be easier to do if you have a rapid fire controller. In this case, all you have to do is turn all the turbo buttons on and then hold A, B and C. Eventually, the "Credits" Screen will appear that shows the programmers, developers, etc.

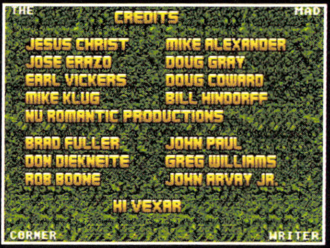

TENGEN
RBI '93
BASEBALL
™ ATARI GAMES CORP. ©1993 TENGEN INC.
LICENSED TO TENGEN ALL RIGHTS RESERVED
MANUFACTURED FOR PLAY ON THE SEGA GENESIS
On the Title Screen, press the START button to get options.


R.B.I. BASEBALL 93

GAME TYPE PLAYBALL
SERIES TYPE SINGLE GAME
PLAYERS HUMAN VS. COMP
DIFFICULTY EASY
MUSIC ON
PASSWORD NO
DEFENSE MODE COMP ASSISTED

PRESS START TO PLAY

At this Options Screen, press A, B and C 256 times!

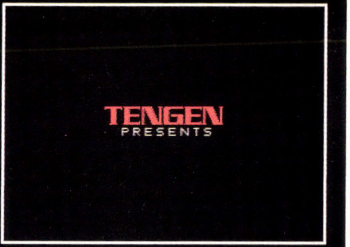

THE CREDITS MAD

JESUS CHRIST MIKE ALEXANDER
JOSE ERAZO DOUG GRAY
EARL VICKERS DOUG COWARD
MIKE KLUG BILL HINDORFF
NU ROMANTIC PRODUCTIONS
BRAD FULLER JOHN PAUL
DON DIEKNEITE GREG WILLIAMS
ROB BOONE JOHN ARVAY JR.

HI VEXAR

CORNER WRITER

A secret credits screen will appear out of nowhere!



To exit this screen and go to the beginning, press START.

MUTANT LEAGUE FOOTBALL

(Electronic Arts/Genesis)

Awesome Passwords

These passwords for the Sixty Whiners and the War Slammers are awesome!

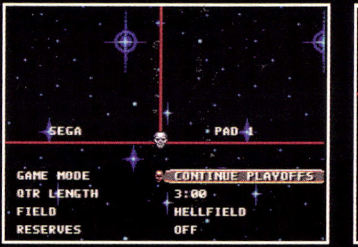
SIXTY WHINERS

Division Playoffs:
CB51111114
League Playoffs:
CBF111111D
Mutant Bowl:
CBK111111J

WAR SLAMMERS

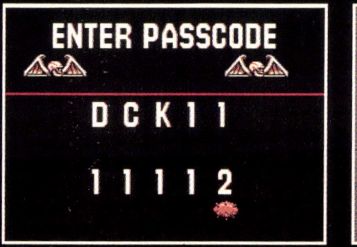
Division Playoffs:
DC5111111G
League Playoffs:
DCF111111B
Mutant Bowl:
DCK1111112

John G. Urbin
Rock Springs, WY

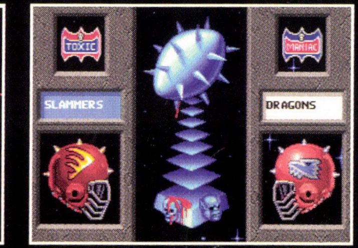


GAME MODE CONTINUE PLAYOFFS
QTR LENGTH 3:00
FIELD HELLFIELD
RESERVES OFF

On this Option Screen, choose the "Continue Playoffs."


ENTER PASSCODE
D C K 1 1
1 1 1 1 2

Make your level password on this "Enter Passcode" Screen.



It will tell you the team that you will be playing against.

THE MUTANT BOWL
CHAMPIONSHIP
Put the code in for the playoffs or the Mutant Bowl!

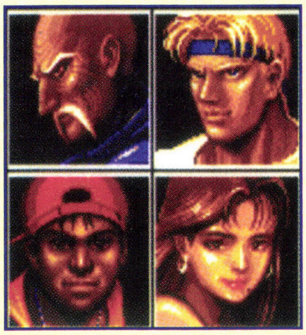
COMING ATTRACTIONS

Bare Knuckle 3

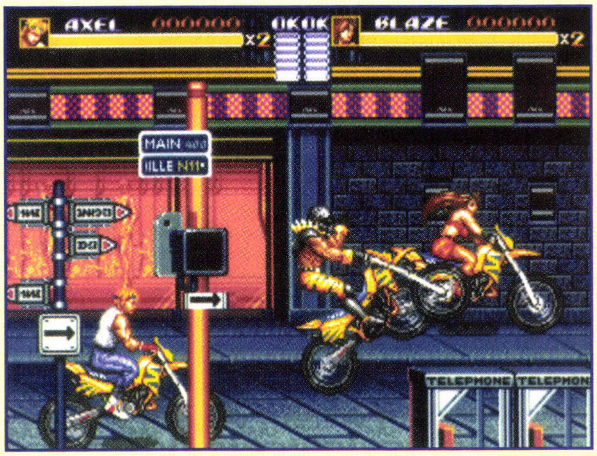
Mega Drive / Sega of Japan

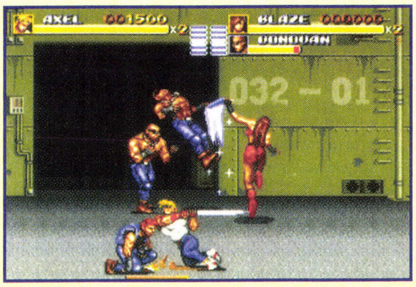
The intense fighting action of Bare Knuckle is among the best there is. Better known as Streets of Rage in America, this game series is now on its third game, with even more characters and moves to choose from. Sega announced this cart at the last Summer CES, and now it's seen the light of day in Japan. And boy, is it a doozy!

This new game has all the fist-in-the-face action from before, plus a lot of new moves. There are four characters to choose from Axel and Blaze return, along with the young boy Sammy who has grown up a bit. New to this group is Zan, a cybernetic old man, who is out to fight the corporation who made him what he is. Some of the new features involve a non-linear plot line, special moves that require two characters to work together, and motorcycles. Looks great!

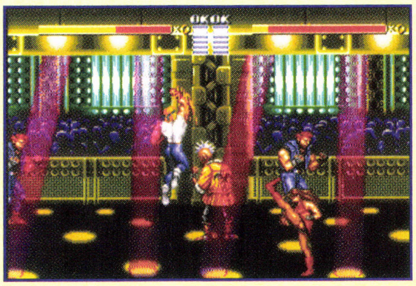


THE FOUR FIGHTERS

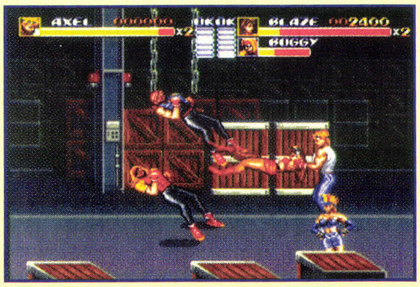

AXEL 000000
OKOK
BLAZE 000000
MAIN
TELEPHONE


AXEL 001500
BLAZE 000000
DONOVAN
032 – 01

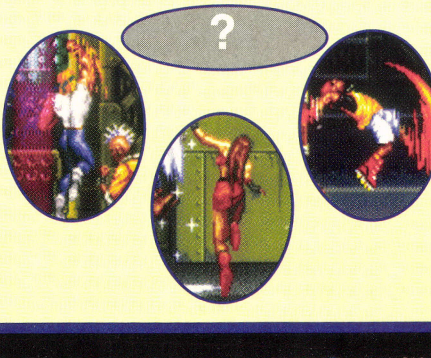
Each fighter has a wide array of special movesat his disposal to use.

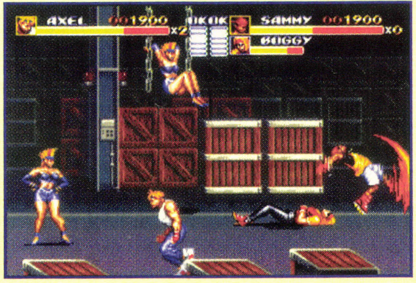


The backgrounds in Bare Knuckle 3 are done extremely well.


AXEL 000000
OKOK
BLAZE 002400
BUGGY

Work with a friend to do some really special moves in this game.

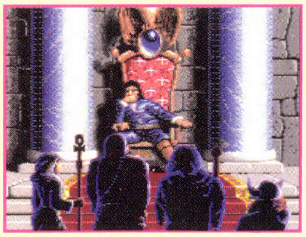


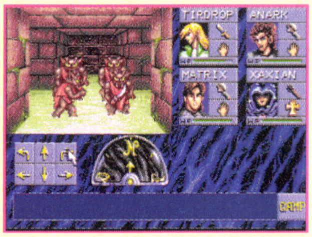

AXEL 001900
OKOK
SAMMY 001900
BUGGY

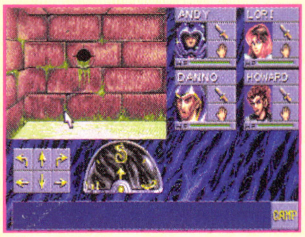
Stay tuned to these pages for more on this awesome fighting cart.

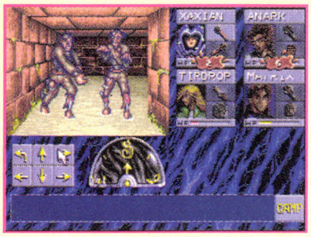
Eye of the Beholder
Sega CD / FCI

If you are interested in delving into the dark depths of a gloomy dungeon, FCI has a brand new Sega CD game on the way for you. Eye of the Beholder is an authentic Dungeons & Dragons adventure set in the Forgotten Realms town of Waterdeep or rather ... underneath it. An evil is festering below and you, along with a party of adventurers, must stop it. A great way to explore.



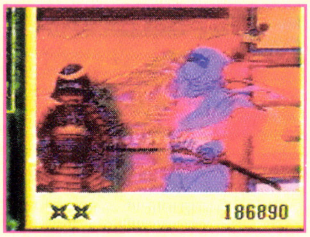


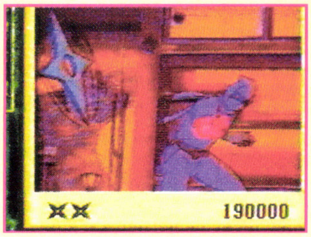


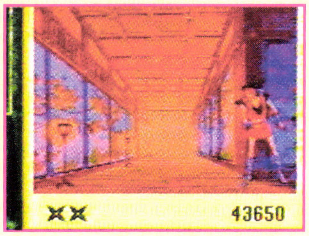


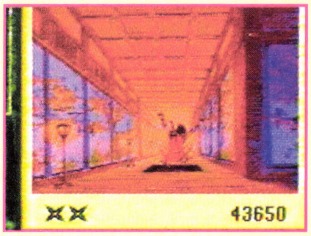
Revenge of the Ninja
Sega CD / Renovation

If you liked Road Avenger and Time Gal, Renovation has whipped up Revenge of the Ninja for the Sega CD. The plot is simple: a girl has been captured by an evil ninja, and you must come to her rescue. The game plays like the other cartoon games. You'll have to make lightning-quick choices to keep the ninja out of trouble. This game is really cool, and it has that Japanimation flair to it.





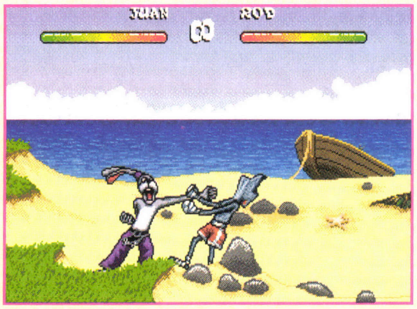




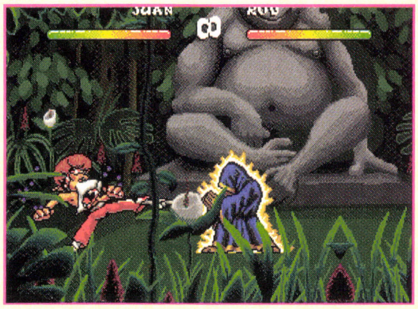
Brutal
Sega CD / GameTek

GameTek is readying a brand new fighting game that combines clean animation with characters of discipline to make a wholly cool CD. Brutal has a number of fighters competing in a tournament against the famed Dali Llama. The contestants range from Kung Fu Bunny to Rhei Rat (a nasty kickboxer). All of the fighters appear with detailed backgrounds and cinemas around them.

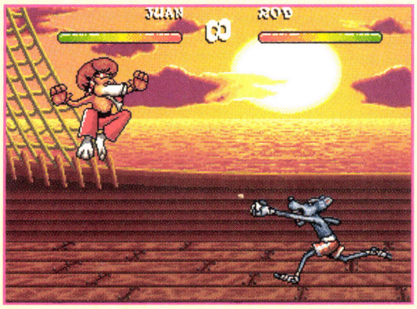
As you can tell by the pictures to the right, this game looks stunning. Each character has a lot of frames of animation to make him or her smooth in action. Everyone has special moves to dazzle their opponents. And being a CD game, the music is great. Brutal is a fighting game for the Sega CD that shouldn't be missed.



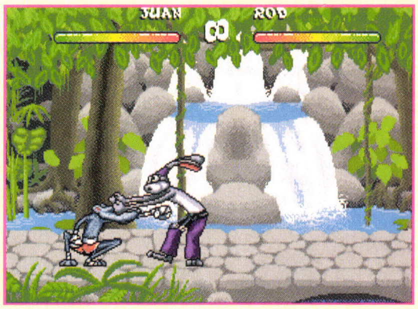
Choose from weird fighters like Kung Fu Bunny to Rhei Rat kickboxer.



The most secretive character, the Panther has some really cool moves.



Brutal is based on some principles which may enlighten you.

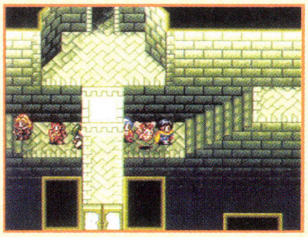


Brutal utilizes cartoon graphics that are smoothly animated.

Lunar II-Eternal Blue
Mega CD / Sega of Japan

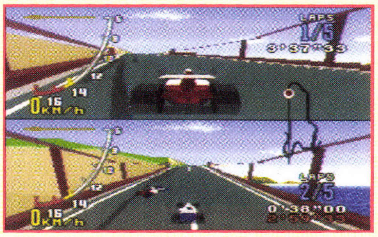
More terrific role-playing is in store for you with Lunar II-Eternal Blue. The sequel to the RPG recently released for the Sega CD is already on its way to the Japanese counterpart—the Mega CD.

Lunar II-Eternal Blue is a huge quest with wonderful music and a twisting plot line. If Lunar sells well in the Japan, this CD might makes its way to our part of the world. We can only hope.

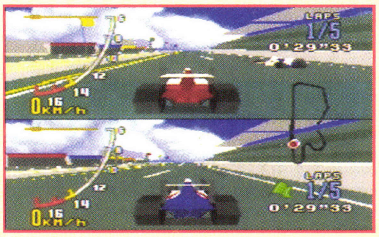


Virtua Racing
Genesis / Sega

Here's some brand-spanking new pics of Sega's hottest racing game of all time! These pics show us what the Two-Player Mode of Virtua Racing looks like. As you can see below, the screen is split (much like Mario Kart on the Super NES) and each individual can change the perspective to his personal preference. Because of the DSP chip, this cart moves at lightning speed. The best Genesis racer I've.



Each of the players can now choose the perspective of their choice! It's the ultimate in customizing.

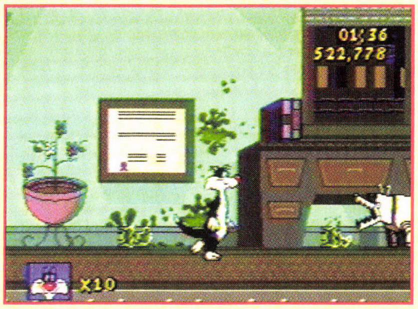


Virtua Racing set the standard by which all Genesis racing games should be based. It's totally awesome when seen in action!

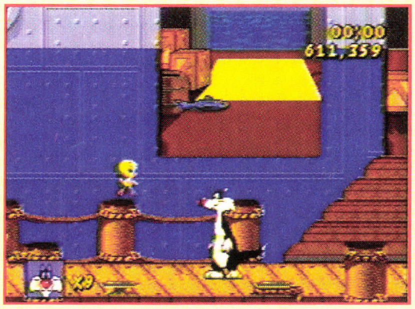
Cagey Capers
Genesis / TecMajik

Lively cartoon action heats up on your Genesis with Cagey Capers. You control Sylvester, the famous ravenous cat, and your mission is to capture and eat the Tweety bird. To catch him, you'll find all sorts of items to help you—from bones to distract dogs to lamp shades to disguise yourself.

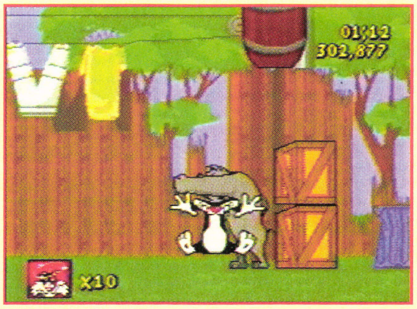
Anyone who liked the Warner Bros. cartoons will love this cart. From the animation to the music, this cart is a blast!



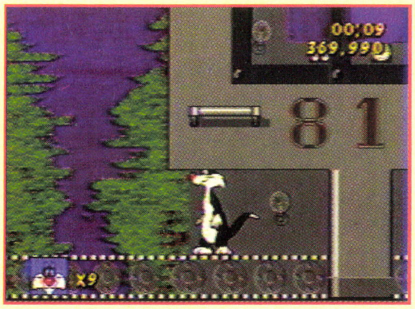
Being a cat isn't easy. Even robotic dogs will chase you down.



Up on the docks, our target sits taunting you. Can you catch him?



Like in the cartoons, the dog will pound you into the earth. Youch!



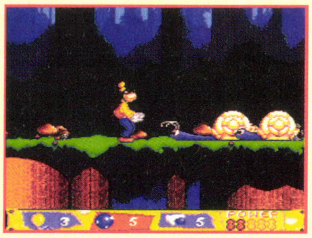
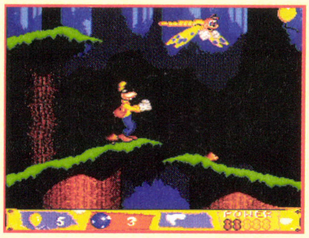
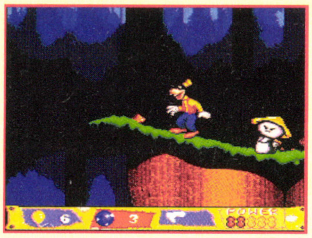
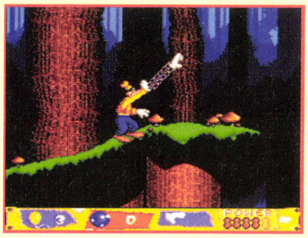
Will Sylvester finally get to eat a nice succulent Tweety bird?

Goofy's Hysterical History Tour

Genesis / Absolute

Goofy has made it to the Genesis, with all of his wacky antics intact. Absolute brings us Goofy's Hysterical History Tour. You control our favorite dopey dog through a world of cute Disney-like enemies. Collect comical weapons and power-ups to reach the end. He even has an extending arm!

Goofy's Hysterical History Tour will bring back memories of the classic Disney toons.

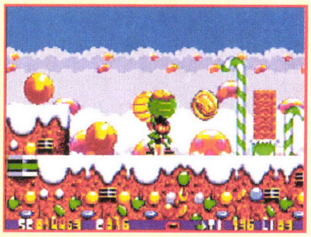
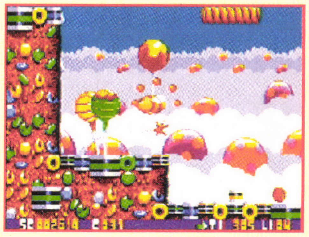
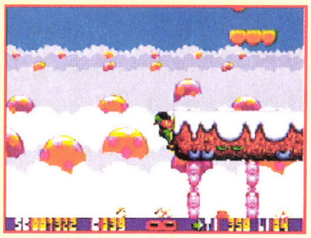
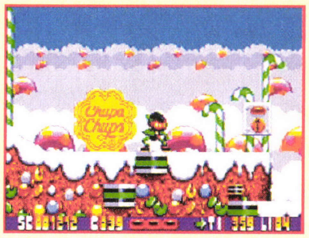





Zool

Genesis / GameTek

Zool is an alien ninja who hascrash-landed on a world he knows nothing about. Now he must gather the parts of his ship, while doing his best to avoid the enemies out to end his little life.

GameTek has made this game faster than Sonic the Hedgehog. Plus Zool has a few cool abilities, like climbing and shooting. If you are looking for an action game, Zool makes a unique choice.

Dune CD

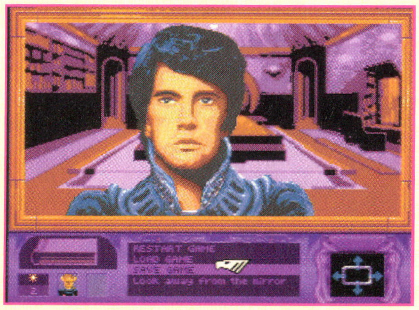
Sega CD / Virgin

On a barren world called Arrakis, a struggle is about to be fought. You are Paul Attredies, the son of Duke Ledo. Your family house has been sent to the planet Arrakis to mine Melange, also known as Spice. Spice is precious, as it allows many things from space travel to prolonged life.

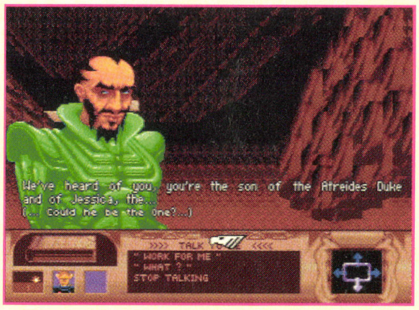
Dune CD is an RPG of sorts, and it has you trying to accomplish a number of tasks that range from recruiting Fremen to battling your rivals—the evil Harkonnens.

Using the CD capabilities, all the characters in the game will talk with real voice, and special ornithopter scenes will cinematically scroll by.

If you liked the movie, or the books on Dune, you're bound to enjoy this fascinating CD.

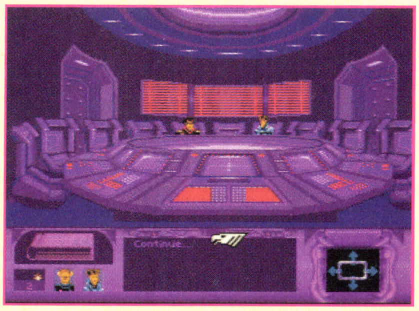


You are Paul Attredies. Will you make yourself known to the Fremen?

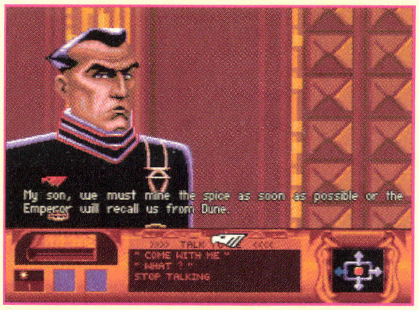


We've heard of you, you're the son of the Atreides Duke and of Jessica, the...
(... Could he be the One?...)

Contact seitches of Fremen to get them to work for your house.

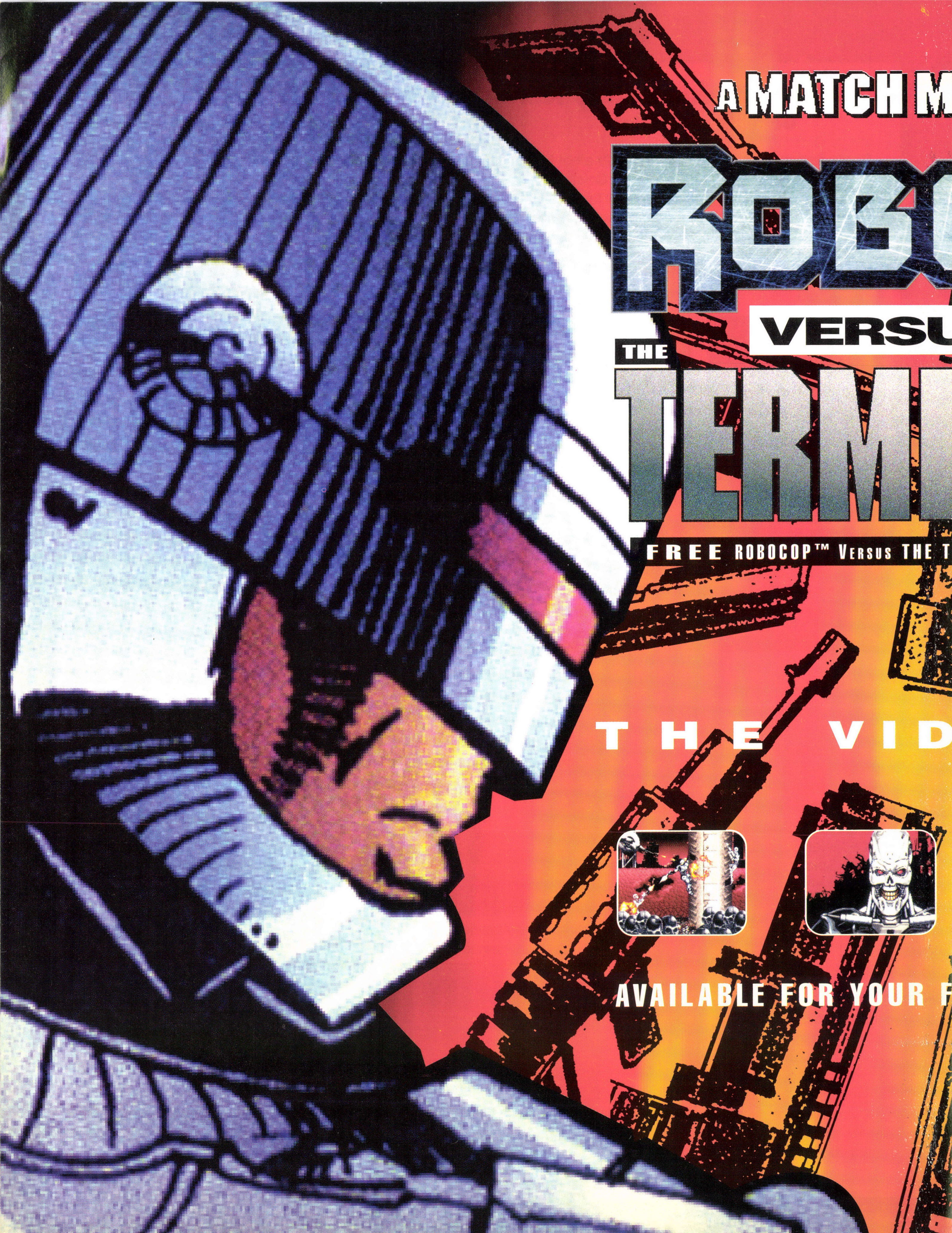


This hidden communications room is a major plot device.



My son, we must mine the spice as soon as possible or the Emperor will recall us from Dune.

Duke Ledo, your father, will instruct you on what you must accomplish.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EO GAME
AVORITE GAME SYSTEM.
Virgin
GAMES

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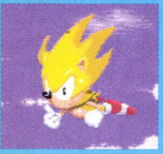
SONIC THE HEDGEHOG 3

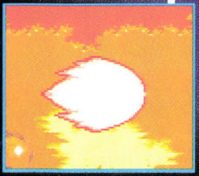
MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!

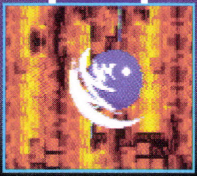


Sonic is the master of speed and he has a huge arsenal of attacks due to his new shields. His other strong point is the ability to become Super Sonic.

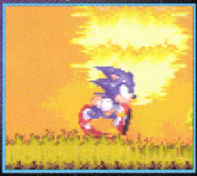
Power-up



Super Spin



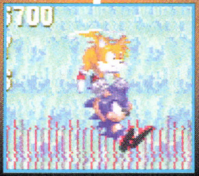
Fast



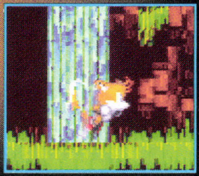
Don't count this fury little fox out yet. His ability to fly makes the levels a lot easier and better for exploring. He can even help carry Sonic along.

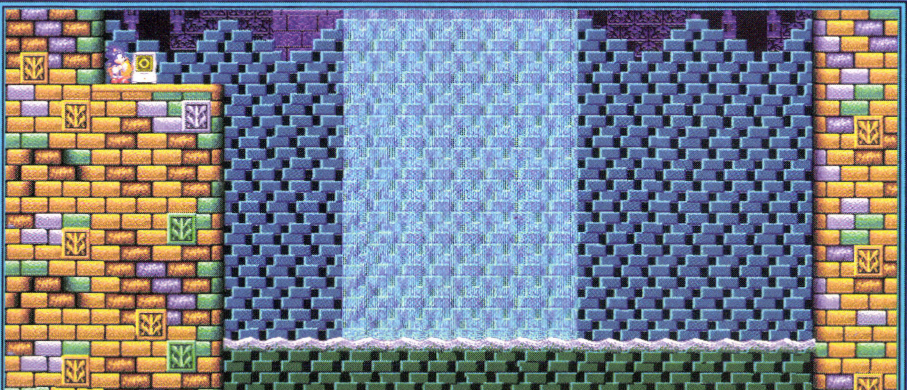
Flight

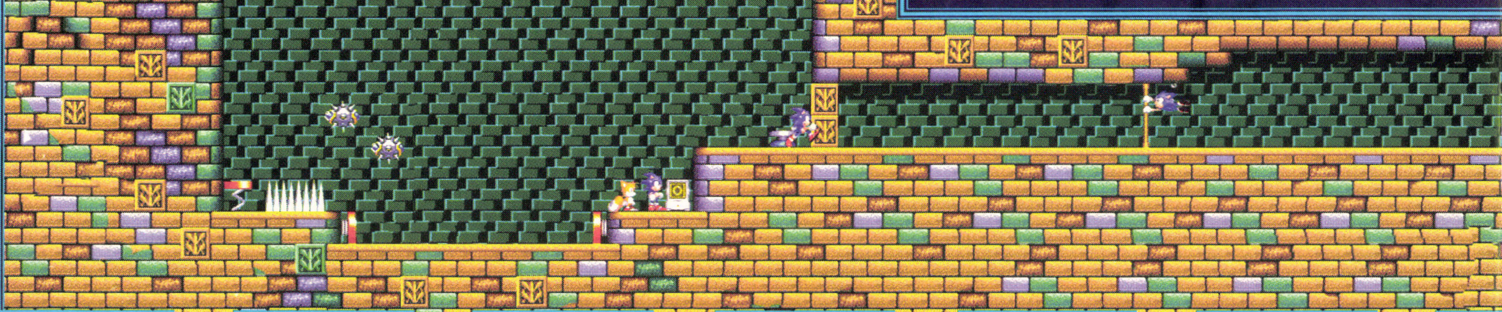
Helpful



Slow

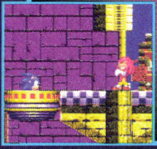


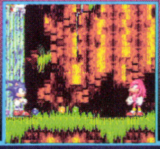


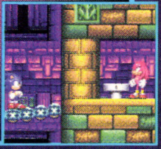


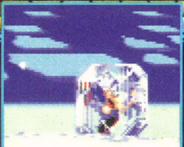
Meet Knuckles!

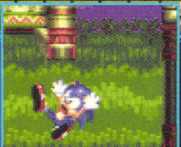
He is tricked by Robotnik into thinking you're after his emeralds. He knows the island and all of its tricks, so look out.



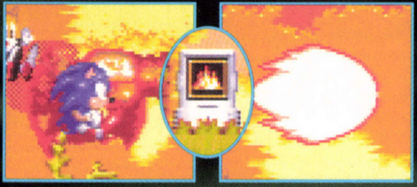








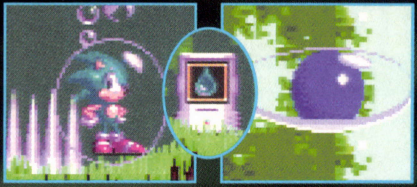
Fire Shield



Flame Attacks can't harm you anymore.

Change into a fireball and destroy foes.

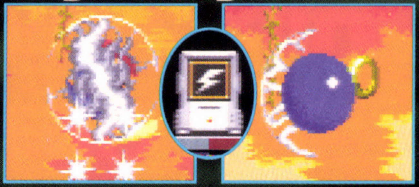
Water Shield



With this shield, you can breathe under water.

You can also bounce high like a ball.

Lightning Shield

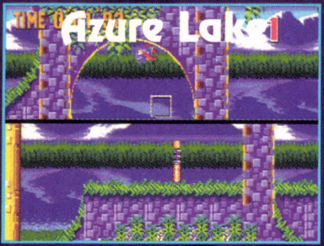


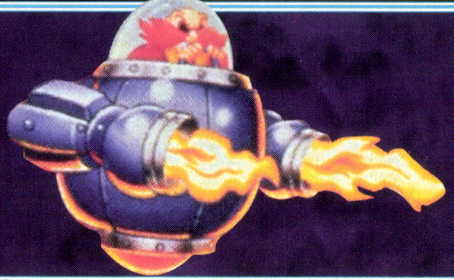
You can do a Sparking Double Jump.

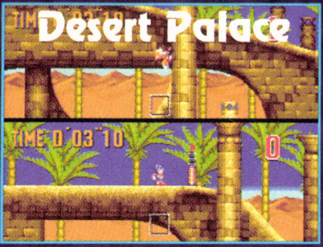
Rings will be attached to you like magnets.

5 New Split Screen Levels

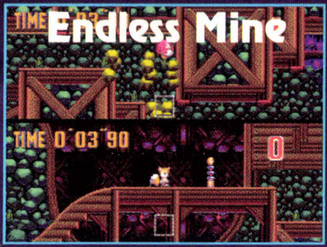
There is also a Time Attack where you can race head to head. These zones are totally unique levels, not copies.



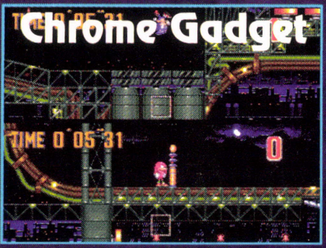



Desert Palace
TIME 0'03"10
0

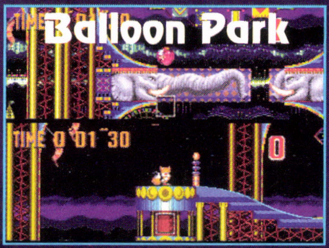
Look out for loads of quicksand and loop-de-loops.


Endless Mine
TIME 0'03"90
0

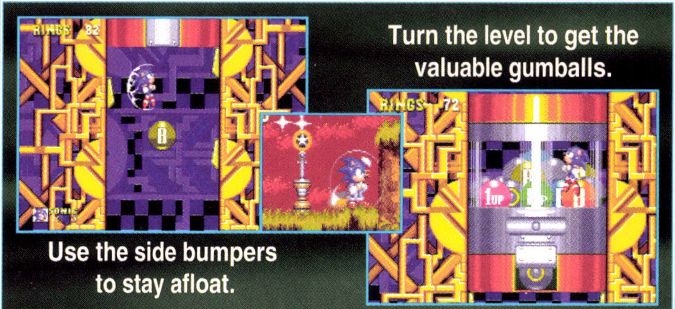
The Mine Level has several dead ends.


Chrome Gadget
TIME 0'05"31
0

Mechanical blockages like conveyor belts abound.


Balloon Park
TIME 0'01"30
0

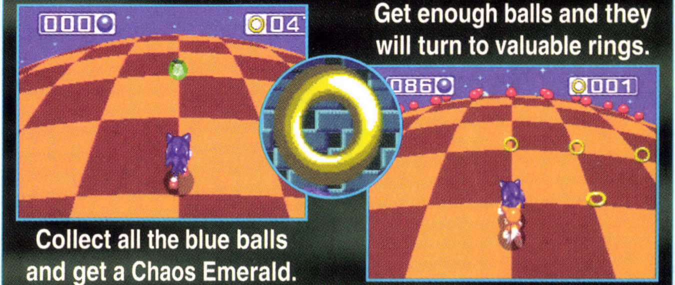
A cute zone that is decorated with loads of animals.


RINGS 82
RINGS 72
1UP

Turn the level to get the valuable gumballs.

Use the side bumpers to stay afloat.

AWESOME BONUS STAGES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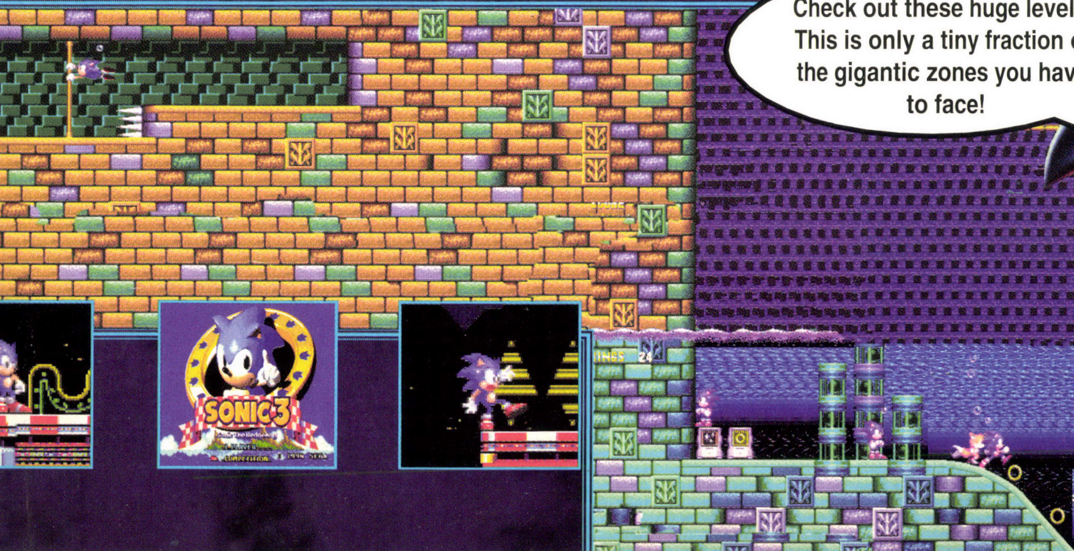
Get enough balls and they will turn to valuable rings.

Collect all the blue balls and get a Chaos Emerald.

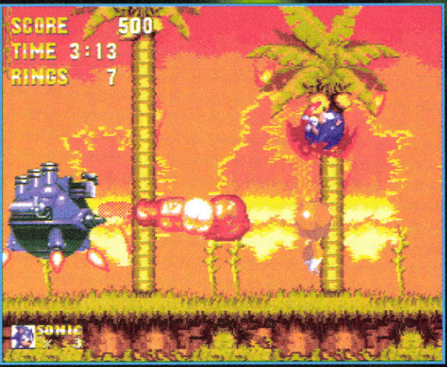


Check out these huge levels. This is only a tiny fraction of the gigantic zones you have to face!

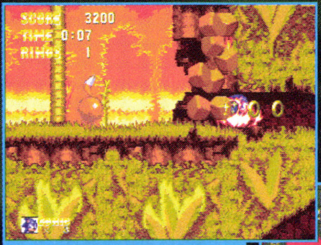
Angel Island ZONE

The beautiful green scenery isn't as peaceful as it looks. This first level starts out slow with basic pitfalls, like dropping platforms and simple enemies. This is the time to practice all your skills and timing because it only gets harder. Look for loads of hidden walls and bonus items, including four giant rings to get you into the bonus stages. Midway through the level the Mid-Boss will napalm the whole place and destroy the beautiful island...sounds a bit like real life.

Maniac Mid-Boss

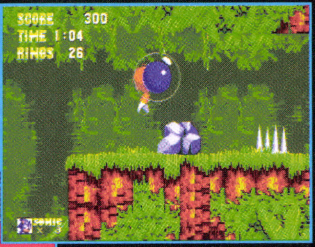

SCORE 500
TIME 3:13
RINGS 7
SONIC

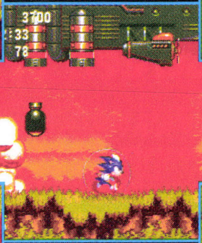
Its only real form of attack is the flame thrower. Stay back then go in for the kill.


SCORE 3200
TIME 0:07
RINGS 1

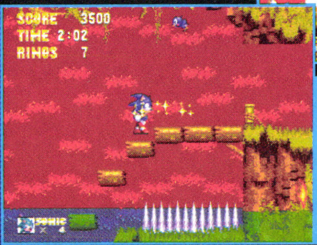
Look for loads of breakable walls that hide power-ups.

If you can't break it, try to push it aside to reveal a short-cut or goodies.

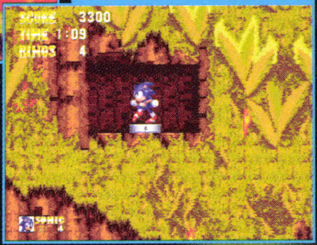

SCORE 300
TIME 1:04
RINGS 26



A switch can make life easier like this water drainer.

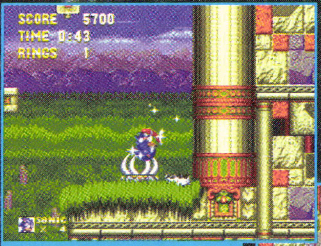

SCORE 3500
TIME 2:02
RINGS 7

The major obstacles are fallings platforms and spike pits.

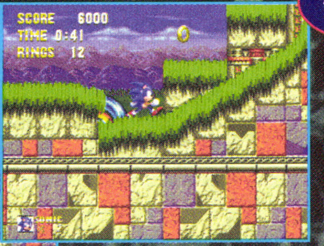

SCORE 3300
TIME 1:09
RINGS 4

Marble Garden ZONE

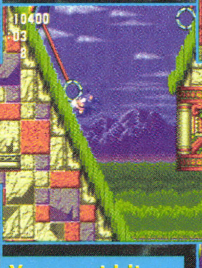
There are lots of wheels you must turn to open up areas and mask switches that block your passage. Your biggest problem is big pillars that can crush you with one hit. It will take you some practice to steer the discs but they must be mastered to break through some sections. Beware of the spikes that can be bounced on; they shoot from their base before they become soft. This level is gigantic and can be confusing since some areas appear the same.


SCORE 5700
TIME 0:43
RINGS 1

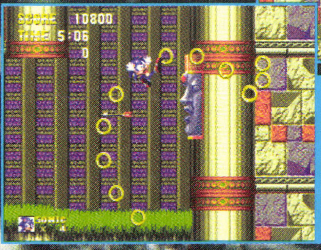
Spin on these wheels to raise the ground and make passage easier.


SCORE 6000
TIME 0:41
RINGS 12

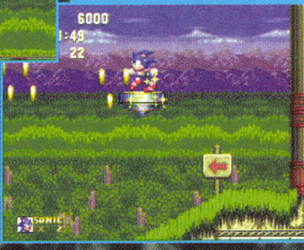
The spikes can be used as a catapult when they're raised.



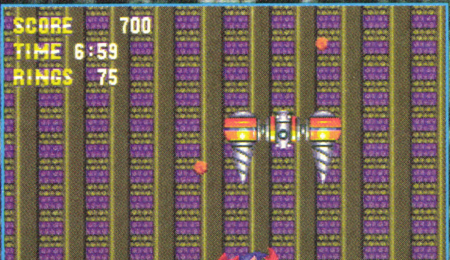
The discs give you speed and help to break some walls.


SCORE 10800
TIME 5:06

You must hit the masks to open areas, but watch the arrows.



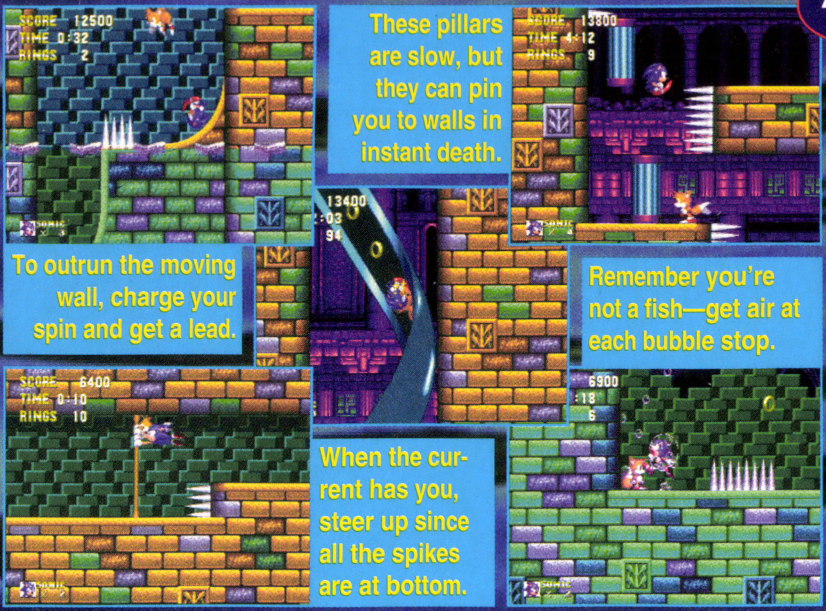
Maniac Mid-Boss


SCORE 700
TIME 6:59
RINGS 75

Hit it when it turns upside down, but watch the falling spike debris!

Hydrocity ZONE

The next level takes you under the sea. Keep an eye out for all air holes; they are placed strategically to last you only long enough to get to the next one. If you're Tails, you're in luck since you can fly above sea level. Check out the awesome new rotating slides this level boasts. The hardest part of this zone is controlling yourself under water and keeping air in your lungs. Try to look around but don't waste too much time or you'll go belly up.



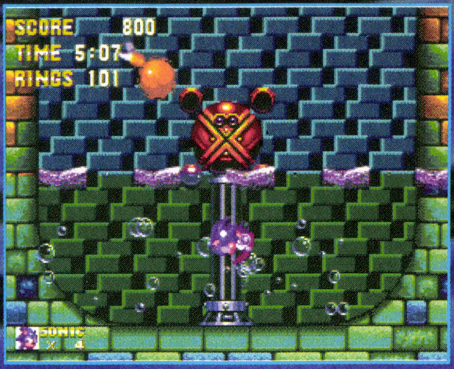
These pillars are slow, but they can pin you to walls in instant death.

To outrun the moving wall, charge your spin and get a lead.

Remember you're not a fish—get air at each bubble stop.

When the current has you, steer up since all the spikes are at bottom.

Maniac Mid-Boss

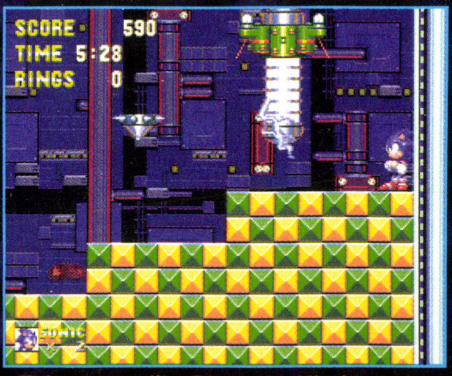


Hit the menacing washing machine before it starts its spin cycle, then run!

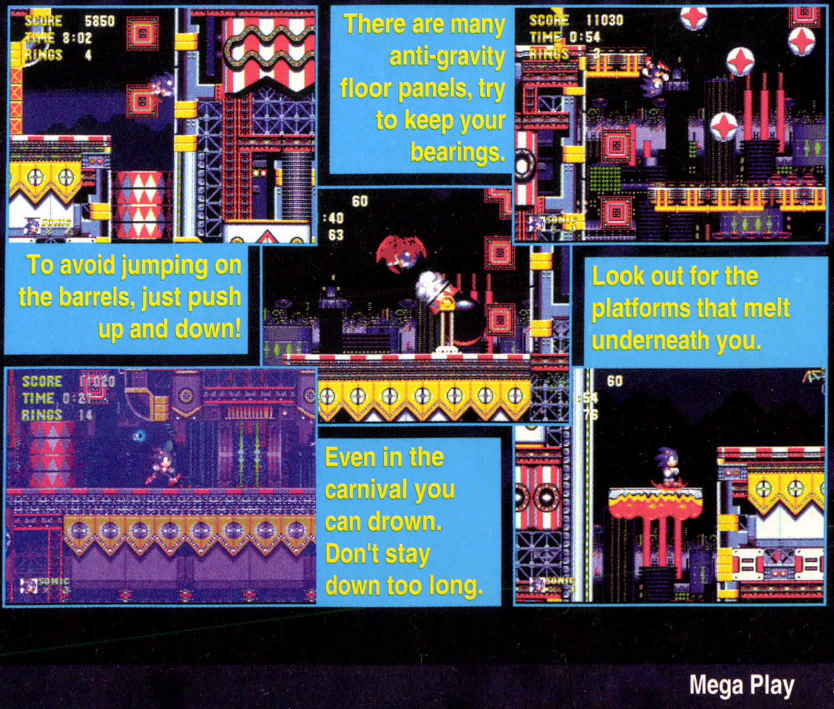
Carnival Night ZONE

This trip to the carnival isn't any fun unless you like to be bounced all over the place. Multiple bouncers, anti-gravity floors and rebounding balls keep you on the move. Try to run up on the hills and build up some speed to get to secret items. This level looks similar to the previous carnival levels but it has a few new twists. It's tough to die here but time can be important if you get stuck in a loop or waste too much time exploring the huge levels. Good Luck!

Maniac Mid-Boss



This almost like Blockout. Hit the probe before the disc destroys all the blocks.



There are many anti-gravity floor panels, try to keep your bearings.

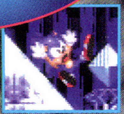
To avoid jumping on the barrels, just push up and down!

Look out for the platforms that melt underneath you.

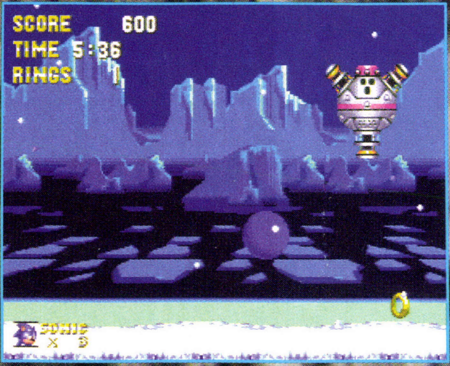
Even in the carnival you can drown. Don't stay down too long.

Ice Cap ZONE

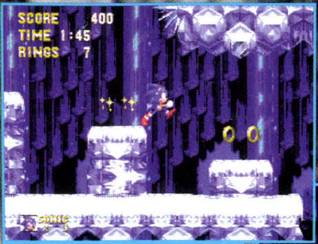
Things really cool off in the Frozen Zone. Watch out for the spray that will freeze your slide in an instant. Other traps and obstacles include a barrage of ice spikes, crushing walls and crazy gliding penguins. There are tons of rings on this level along with multiple loops and long slopes to really build up speed. Fortunately, Sonic doesn't slip all over the ice and still has good control even on this treacherous surface. Keep your cool and collect all the power-ups to take advantage of this level.



Maniac Mid-Boss

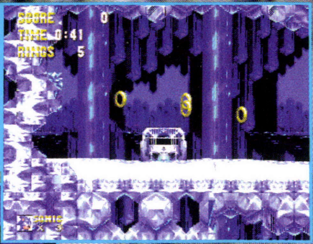

SCORE 600
TIME 5:36
RINGS
SONIC × 3

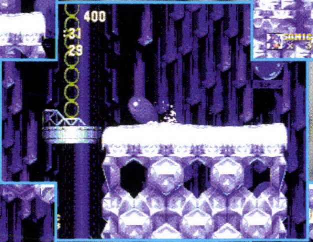
Just wait for Frosty to release all his snowballs, then you get two hits.


SCORE 400
TIME 1:45
RINGS 7

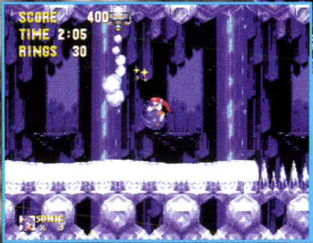
Keep running over these pillars before they crush you.

Look for the iced-over switches to open other areas.

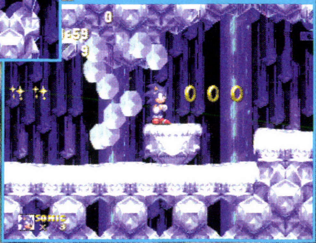

SCORE 0
TIME 0:41
RINGS 5



Ride the sled to break barriers and survive bad parts.

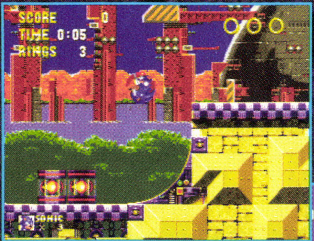

SCORE 400
TIME 2:05
RINGS 30

Avoid the cold shower or you'll become a Hedgehogcicle really fast.

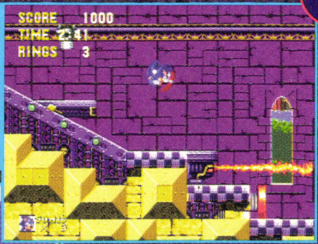


Launch Base ZONE

The last level is probably the largest of them all. There are pitfalls and green mechanical enemies at every turn. Some long pipes make for good running, but there are plenty of lasers and flaming statues to put an end to you speeding through much too fast. Keep an eye out for the sirens because they will bring you extra trouble that you don't need. You're almost at the end so make sure to have plenty of rings before completing this last zone.

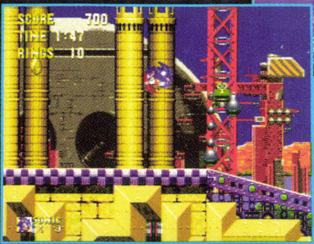

SCORE 0
TIME 0:05
RINGS 3

Try to time your jumps around the flame-spitting statue heads.

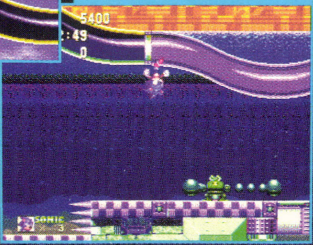

SCORE 1000
TIME 2:41
RINGS 3

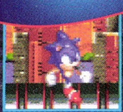
The sirens are burglar alarms that send birds after you.

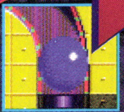
They throw everything at you, including a water section.

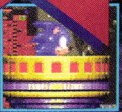

SCORE 700
TIME 1:47
RINGS 10

These guys are here to be a pain in the tail. Watch for them when you run.

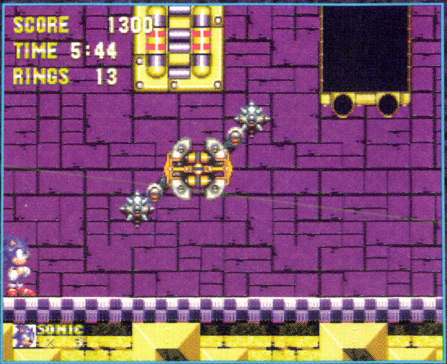








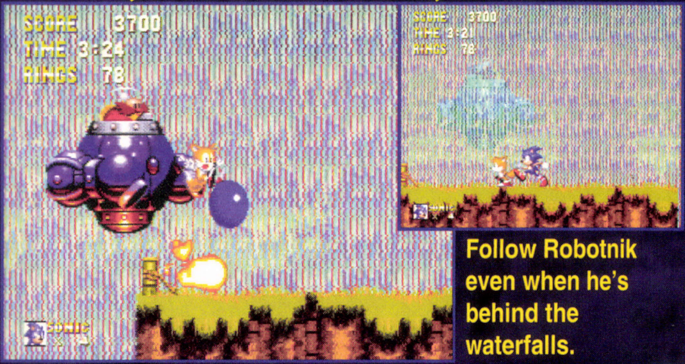
Maniac Mid-Boss


SCORE 1300
TIME 5:44
RINGS 13

This thing is easy if you just let it wind its arms in and hit it from the side.

BOSS TIPS

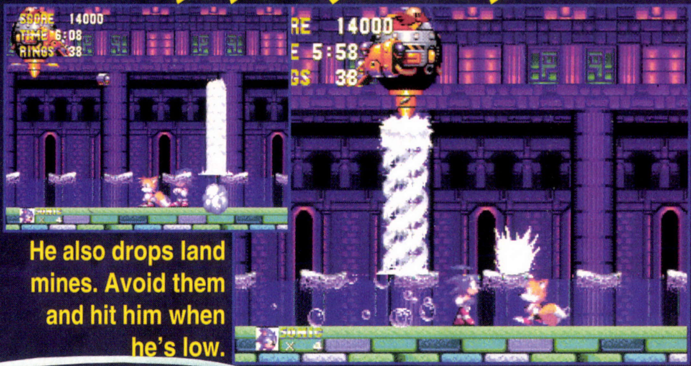
ANGEL ISLAND



Follow Robotnik even when he's behind the waterfalls.

He always fires two fireballs; Remember this to use against him.

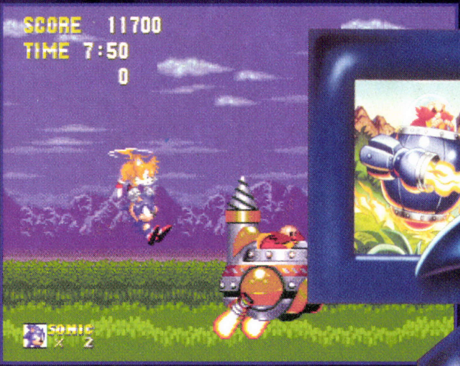
HYDROCITY



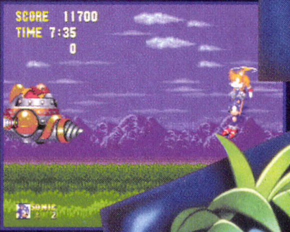
He also drops land mines. Avoid them and hit him when he's low.

Jump on the wave to hit him, but be careful!

MARBLE GARDEN

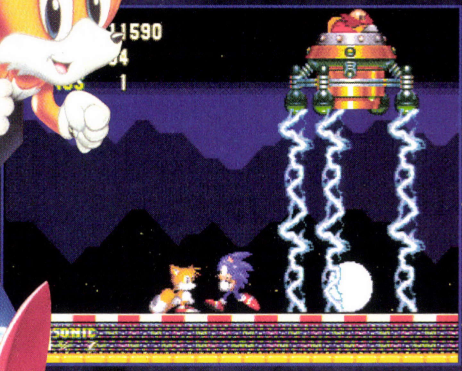


He will charge up or down in an easy straight manner.

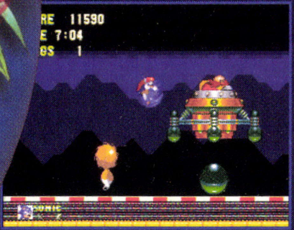


Here's your chance to nail him. You get two hits on one pass if you're fast.

CARNIVAL NIGHT

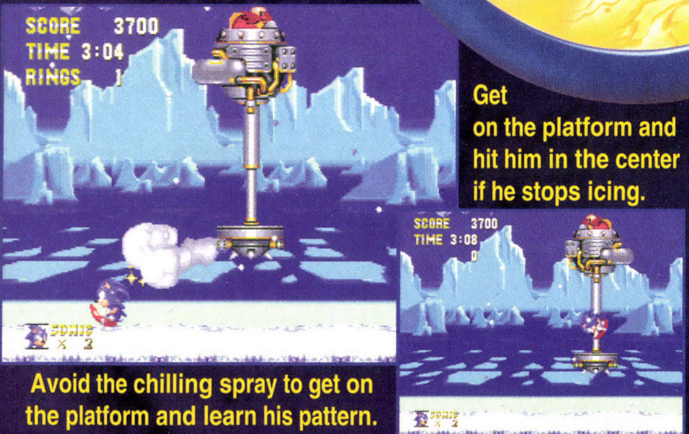


Keep running to avoid getting sucked in and wait till he drops low.



Smash him when he goes down low to get the magnetic field weapon.

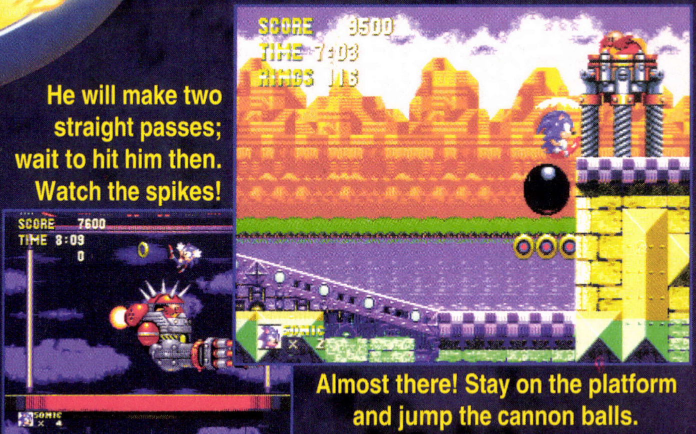
ICE CAP



Get on the platform and hit him in the center if he stops icing.

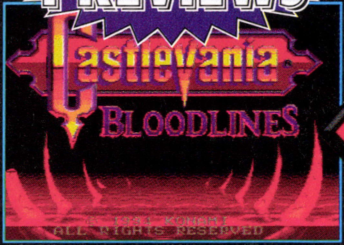
Avoid the chilling spray to get on the platform and learn his pattern.

LAUNCH BASE



He will make two straight passes; wait to hit him then. Watch the spikes!

Almost there! Stay on the platform and jump the cannon balls.



MACHINE	GENESIS
PUBLISHER	KONAMI
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	99%

OPTIONS

There are three skill levels to choose from: Easy, Normal and Hard. You can also configure the buttons to your liking. There are also sound and music tests.

ORIGINS

Castlevania started on the NES, then went to the Super NES and PC-Engine, now it comes to the Sega Genesis! This one still concerns the Belmont family and a new warrior named Eric Lecarde. You still use a whip for a weapon.

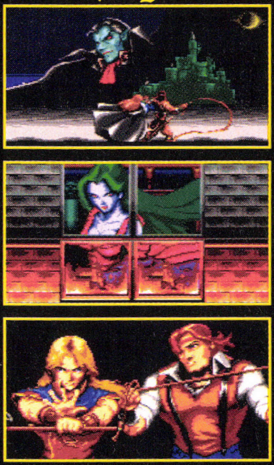
STORY

Approximately 800 years ago, an early 15th century vampire named Elizabeth Bartley took the blood of over 800 girls and was executed as a female vampire. Now, a witch has revived her and is trying to revive her uncle, the great Count Dracula! You can play as one of two characters.

DRACULA'S LEGACY OF BLOOD-SOAKED TERROR CONTINUES IN

Castlevania BLOODLINES

It Begins...



Vampire Killing Weapons: Hit Thick Candles...

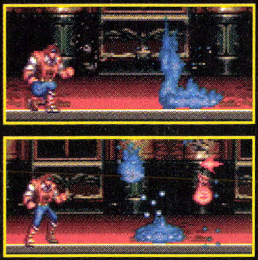
Three Weapons:

You can use each weapon in either a charged or regular fashion. One uses more jewels than the other.

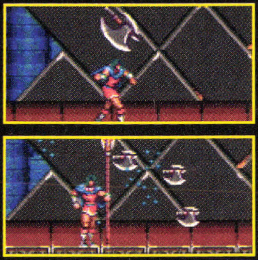
01

04

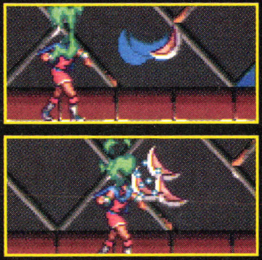
Holy Water:



Battle Axe:



Silver Boomerang:



...and Other Items: Hit Twin Thin Candles!

1 UP: Get an extra life.

ORB: Temporary invincibility.

BLUE JEWEL: Gives you four jewels.

BOOK: Varies in power given.

MEAT: Restore half your life.

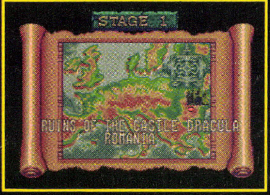
MIRROR: Destroy all on screens.

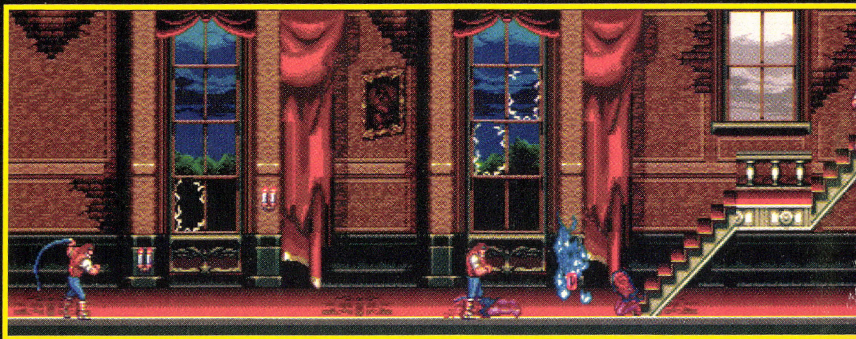
RED JEWEL: Gives you one jewel.

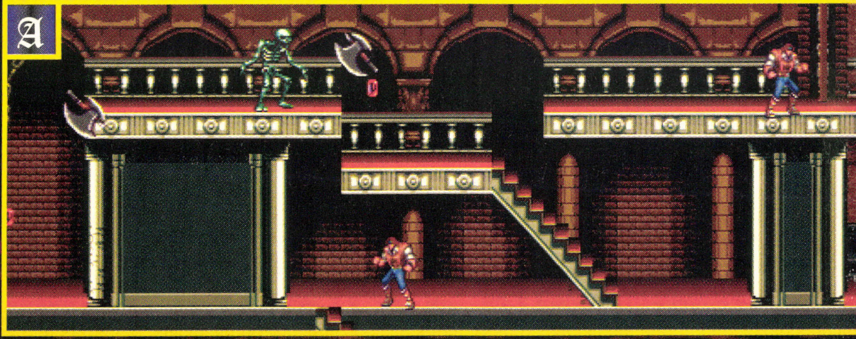
WEAPON: Increases your weapon.

Stage 1: Dracula's Castle

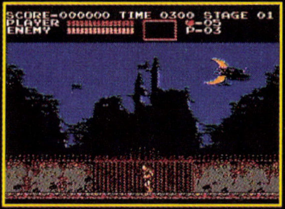
Welcome to the first stage! After a brief run outside, it's time to pick up the trail of the vampire inside the ruins of Dracula's castle. This is a horizontally scrolling stage with a diversion in the basement where you will fight the Fish Men! There is a Mid-Boss that is half-dog/half-skeleton who breathes fire and shatters windows.





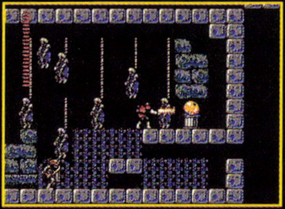


Castlevania



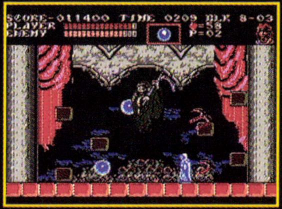
NES, 1987

Castlevania 2



NES, 1988

Castlevania 3

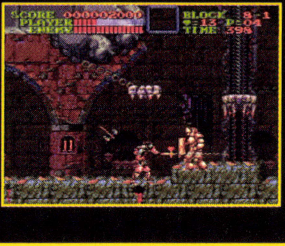


NES, 1987

Princes of Darkness:

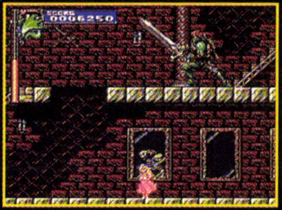
Castlevania Bloodlines is the latest and probably most distinctive of the series! The mood is darker and meaner than the others—it is definitely not in the same vein as its predecessors!

Castlevania 4



SUPER NES, 1991

Dracula X



PC ENGINE, 1993

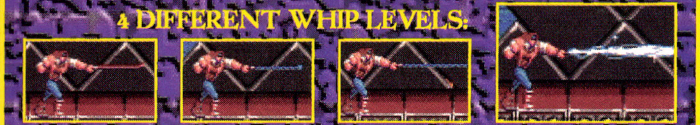
John Morris

The House of Belmont

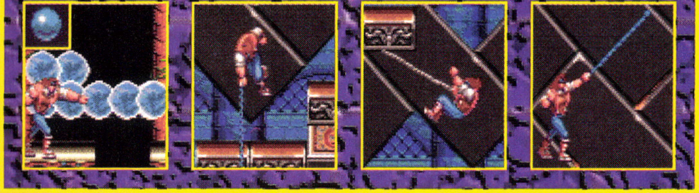
BORN: DEC. 12, 1895; TEXAS, USA

WEAPON: VAMPIRE KILLER (WHIP)

4 DIFFERENT WHIP LEVELS:



A descendent of the great House of Belmont, John Morris carries a whip that can be powered-up four times. He can also use his whip to swing over bottomless pits. His Super Attack (below far left) is a Water Dragon that destroys all on screen.



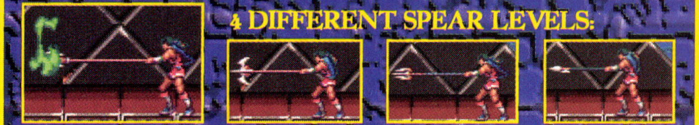
Eric Lecarde

"Revenge is Bittersweet!"

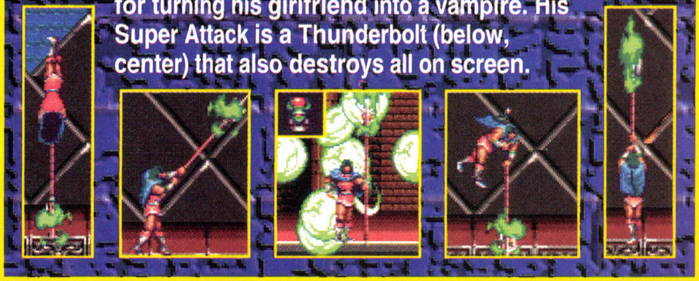
BORN: MAY 3, 1892; SEGOVIA, SPAIN

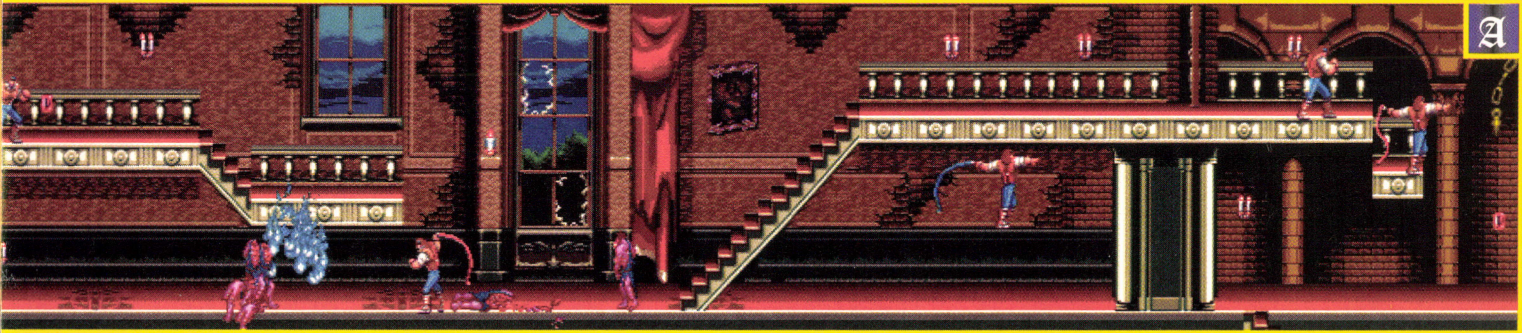
WEAPON: ALCARDE SPEAR

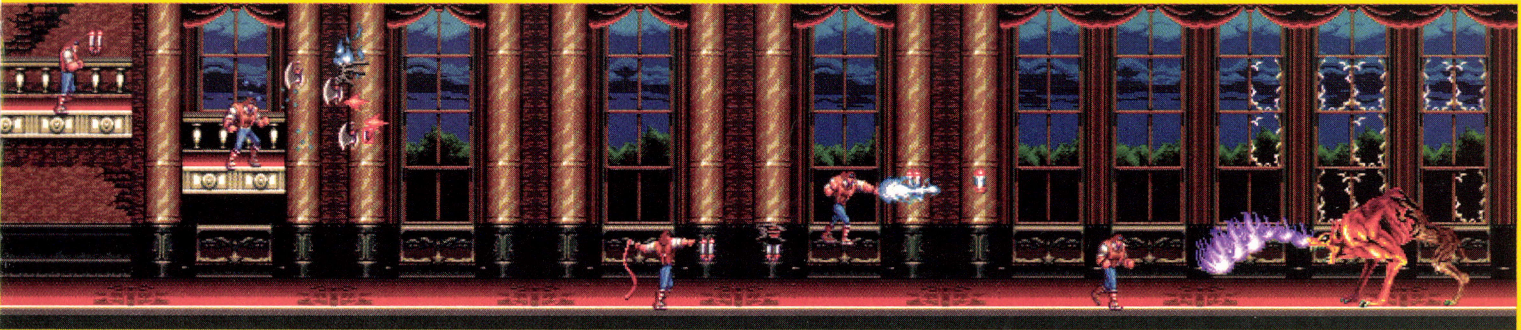
4 DIFFERENT SPEAR LEVELS:

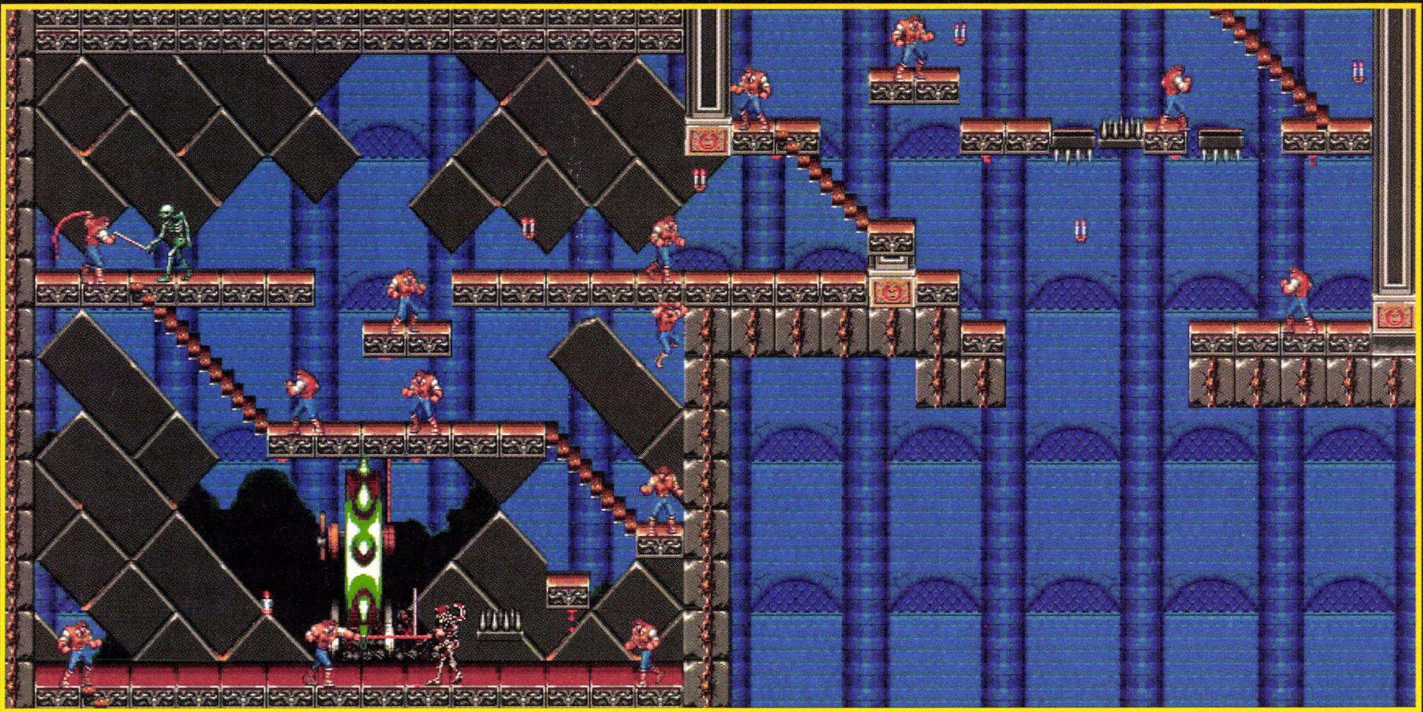


Eric's motive is revenge against Elizabeth Bartley for turning his girlfriend into a vampire. His Super Attack is a Thunderbolt (below, center) that also destroys all on screen.





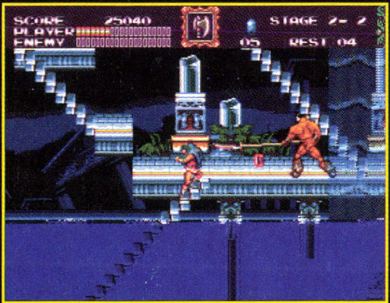


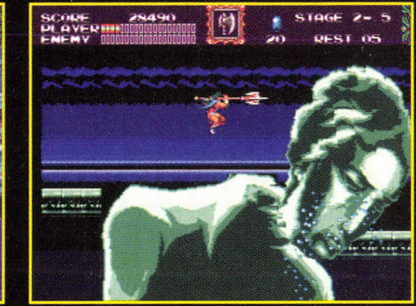


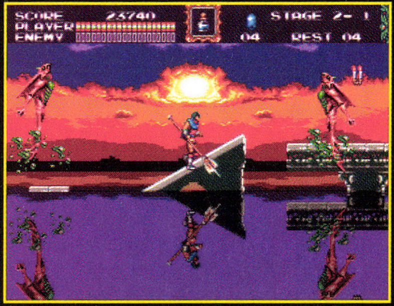
Stage 2: The Shrine of Atlantis Located in the Aegean Sea

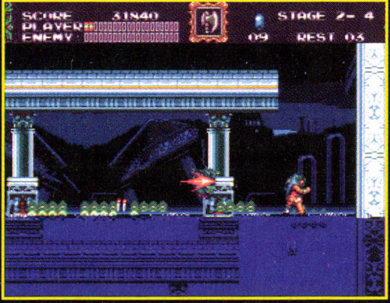
STAGE 2
ATLANTIS SHRINE
GREECE

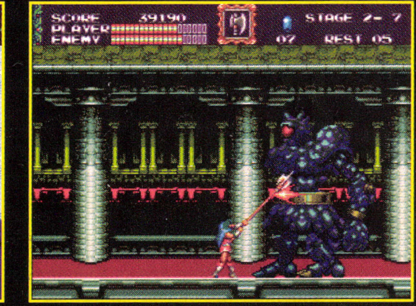
Battle across a sunken city, where one false move means death in the cool waters under your feet! Here you will encounter horizontal and vertical scaling. One section requires you to hit structures in your way to make a path. Beware of the Medusa heads from previous Castlevania entries that make a return here! The Boss is a giant, strong statue you must knock down to your size before you can really attack it. Go for the red eye in the center of its head to kill it.









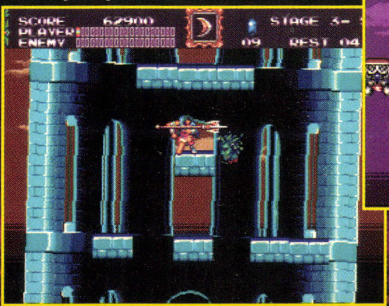


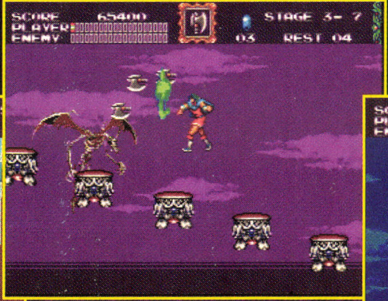
Stage 3: The Leaning Tower of Pisa Located in Italy

STAGE 3
THE LEANING TOWER OF PISA
ITALY

This level is loaded with tilting and rotating areas! Eric is the best choice for this stage with his jump.

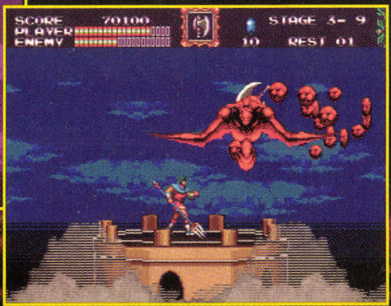
(Below) Up the tilting tower. Beware of the Medusa heads that fly at you here.



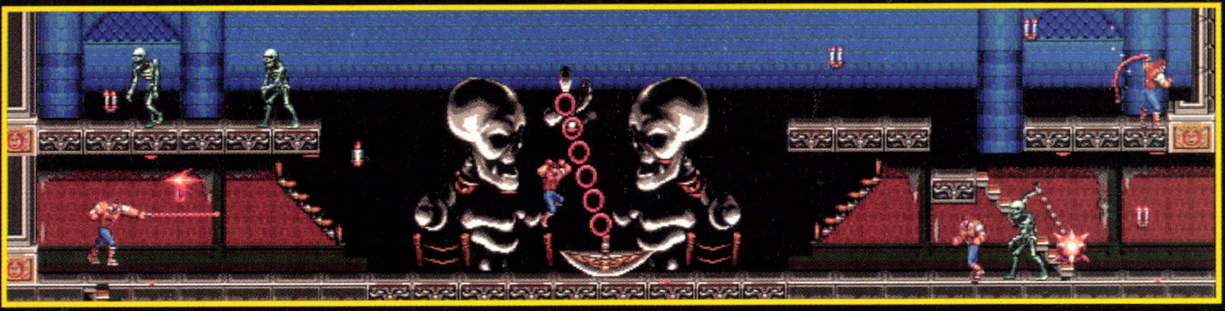


(Above) Jump the gaps on your way to the top of the tower while fighting.

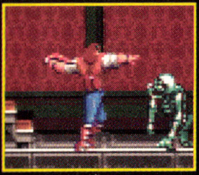
(Below) The Boss is a flying dragon that will try and snap you with its long tail.



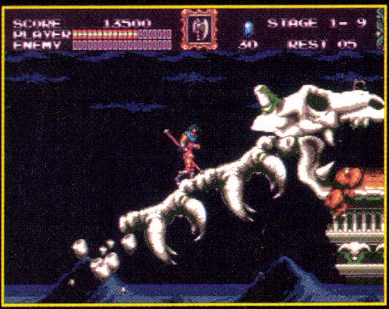
The Continuation of Stage 1: Inside Dracula's Castle!

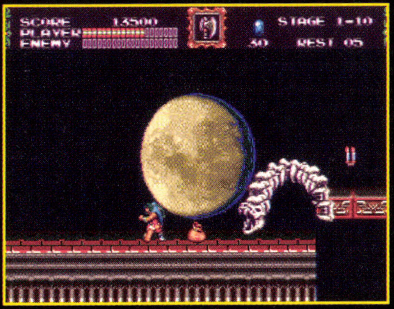


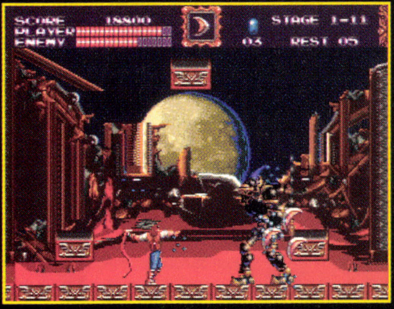
The levels are huge with a giant armored knight Boss waiting at the end. The Boss will attack with a variety of weapons and you will have to destroy him limb by limb. Even without arms, it will attack!



Run Across a Skeleton, Battle a Bone Serpent and Fight the Boss!


SCORE 13500
PLAYER
ENEMY
STAGE 1- 9
30 REST 05

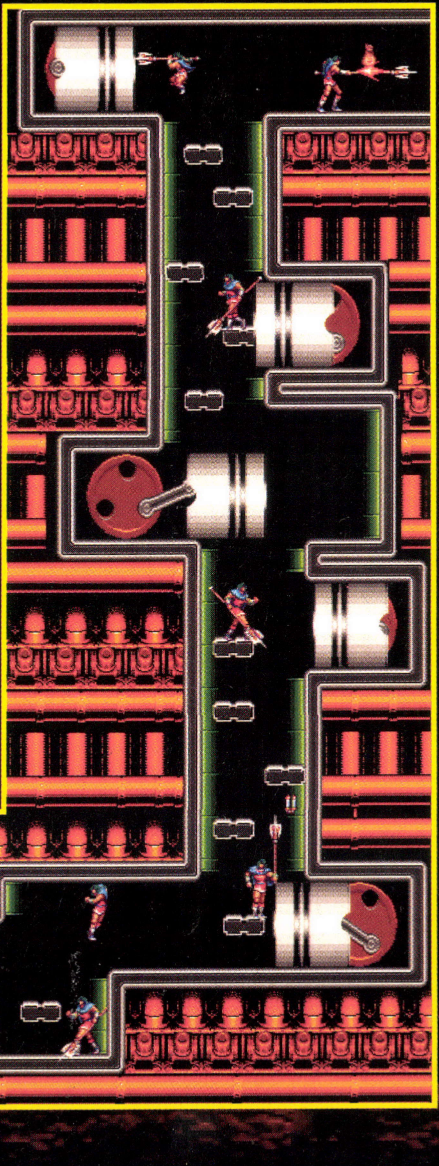

SCORE 13500
PLAYER
ENEMY
STAGE 1-10
30 REST 05

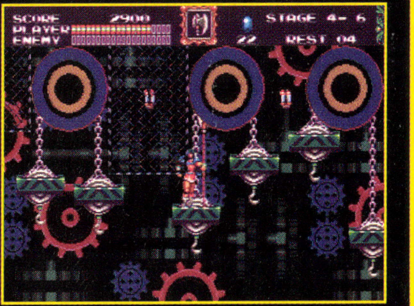

SCORE 18800
PLAYER
ENEMY
STAGE 1-11
03 REST 05

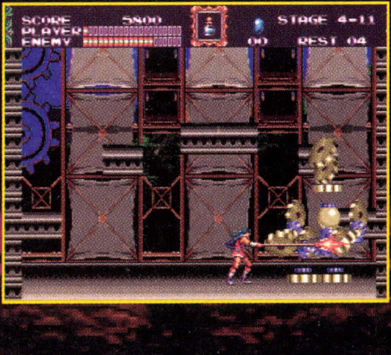
Stage 4: A Soldier Factory Located in Germany

STAGE 4
THE MUNITIONS FACTORY
GERMANY

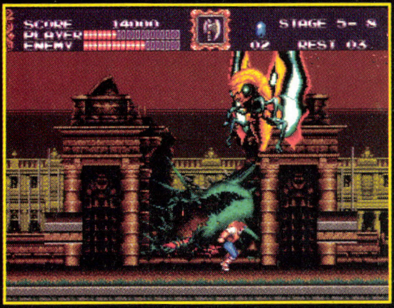
Travel across the globe on your quest. In this stage you must enter a factory that is mass-producing soldiers of slaughter! At times you will have to enter actual machinery and fight in the working parts (like the Stage 4-4 map pictured right). Like Castlevania III (for NES) and Super Castlevania IV (for Super NES), there is a long vertical stretch in the innards of a giant clock! There are a few Mid-Bosses including Frankenstein (also a longtime Castlevania Boss). The Boss of this stage is a rather amusing sort: It is a series of gears and parts that form different weapons. When it hits you, it will do a little dance. To destroy it, hit the ball in



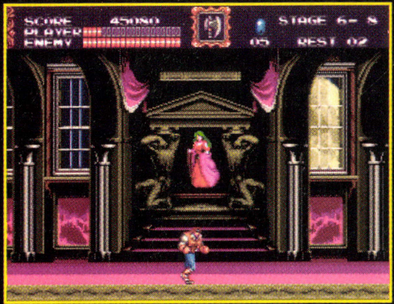

SCORE 2900
PLAYER
ENEMY
STAGE 4- 6
22 REST 04

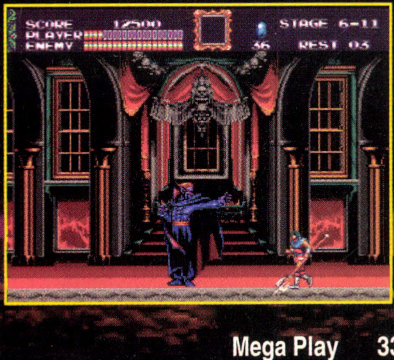

SCORE 5800
PLAYER
ENEMY
STAGE 4-11
00 REST 04

Other Stages Lie Ahead...

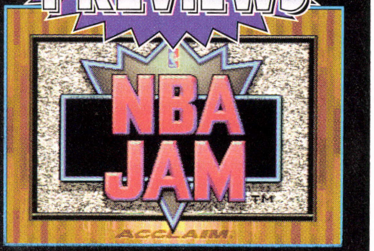

SCORE 14000
PLAYER
ENEMY
STAGE 5- 8
02 REST 03

There are a total of six stages in Castlevania Bloodlines, ending in the showdown with Count Dracula himself! First you must defeat Death and Elizabeth Bartley.


SCORE 45080
PLAYER
ENEMY
STAGE 6- 8
05 REST 02


SCORE 12500
PLAYER
ENEMY
STAGE 6-11
36 REST 03

MEGA PREVIEWS



MACHINE	GENESIS
PUBLISHER	ARENA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	N/A
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

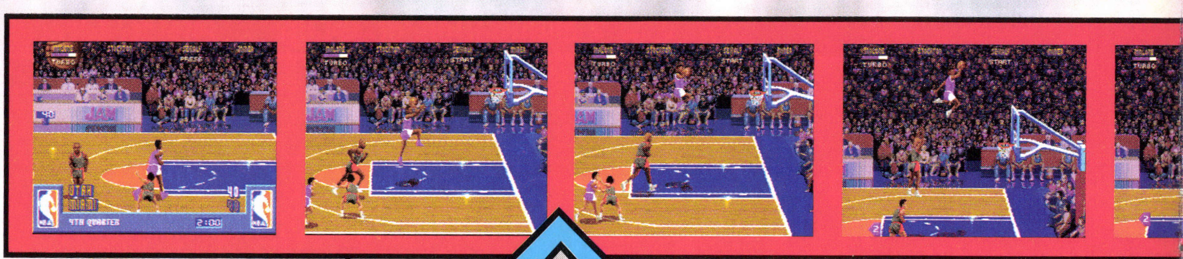
NBA Jam offers optional record keeping so you can see how good you do. You can also play a one through four-player game, if you have the four-player adapter!

ORIGINS

This game springs from the ever popular sport of basketball. Even more than that, it comes from everyone's favorite part of basketball—the dunks! In this game, everyone can slam the ball and most of the dunks are totally hilarious!

STORY

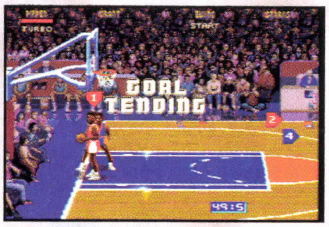
Right from the arcade comes a game called NBA Jam. The cart has lost none of its fun from the arcade. This is a two-on-two slam dunking fest! You can play with up to four players and with 27 NBA teams! Awesome dunks and killer moves make this game a definite winner.



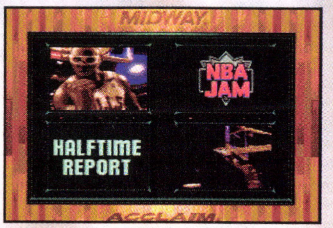
NBA JAM™

JAM!

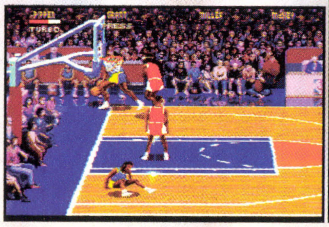
Check out these game shots!



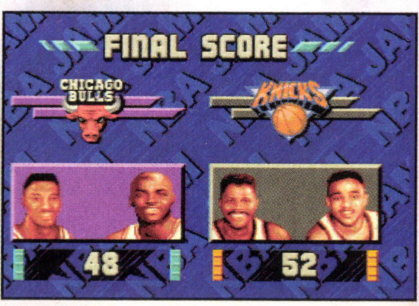
Don't get caught goal tending!



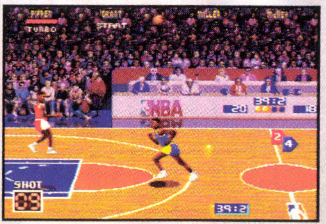
The halftime cinemas are really cool!



This guy got run over by the other player! Ouch!



Did you play good enough? Check the score!

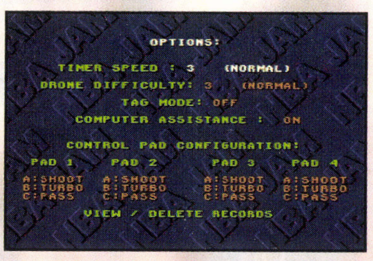


Sometimes you have to take a long shot.

OPTIONS AND TIPS!

You can customize your game at the beginning with the Option Menu!

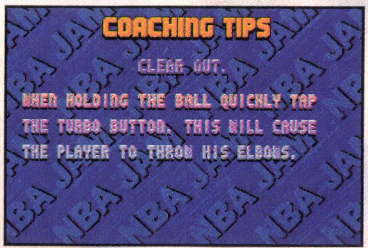
In this menu change things like your button configuration!



```
OPTIONS:

TIMER SPEED : 3   (NORMAL)
DRONE DIFFICULTY: 3   (NORMAL)
TAG MODE: OFF
COMPUTER ASSISTANCE :  ON

CONTROL PAD CONFIGURATION:
PAD 1     PAD 2     PAD 3     PAD 4
A:SHOOT   A:SHOOT   A:SHOOT   A:SHOOT
B:TURBO   B:TURBO   B:TURBO   B:TURBO
C:PASS    C:PASS    C:PASS    C:PASS
VIEW / DELETE RECORDS
```



COACHING TIPS

CLEAR OUT.

WHEN HOLDING THE BALL QUICKLY TAP THE TURBO BUTTON. THIS WILL CAUSE THE PLAYER TO THROW HIS ELBOWS.

Between periods you will receive helpful coaching tips.

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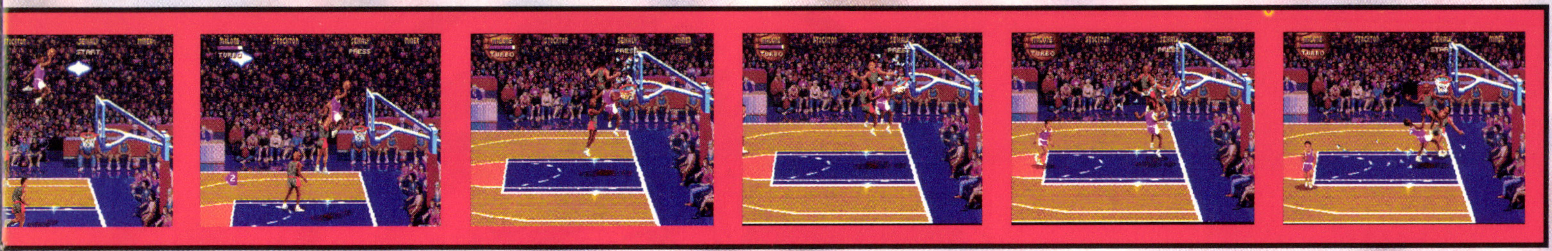
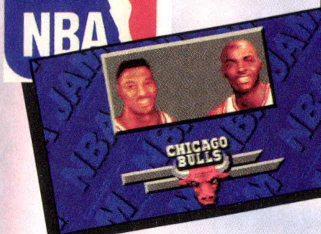
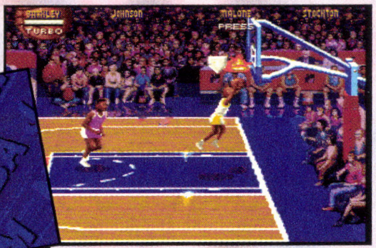
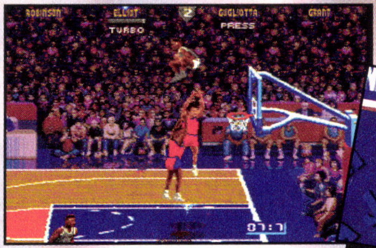


JAM FEST!

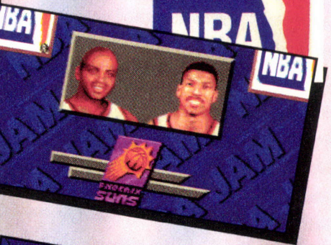

CHICAGO BULLS

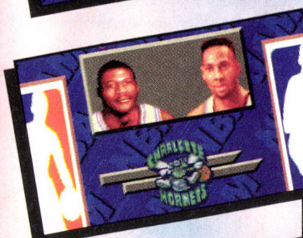

BARKLEY
TURBO
JOHNSON
MALONE
PRESS
STOCKTON

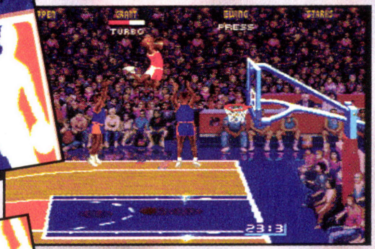
This guy is burning the net down!


ROBINSON
ELLIOT
TURBO
GUGLIOTTA
PRESS
GRANT

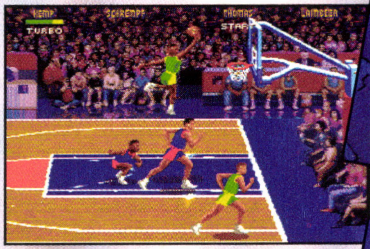
A couple of flips make this dunk complete!


NBA
JAM
PHOENIX SUNS

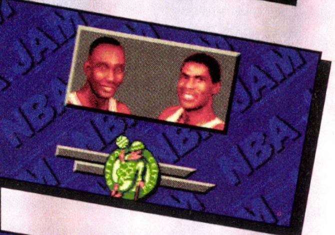

CHARLOTTE HORNETS

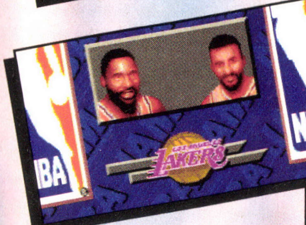

GRANT
TURBO
EWING
PRESS
STARKS

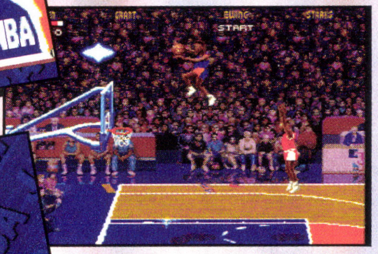
He looks like he's going to tear down the whole building!


KEMP
TURBO
SCHREMPF
THOMAS
START
LAIMBEER

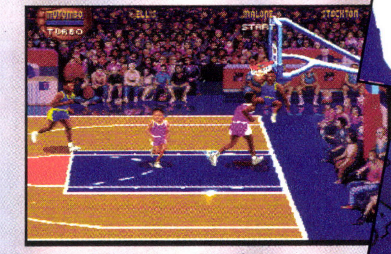
This vicious jam looks completely graceful!



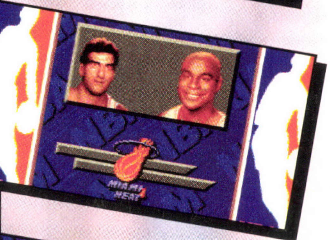


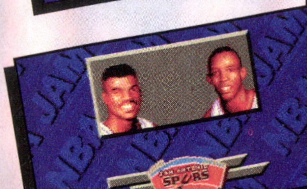

GRANT
EWING
START
STARKS

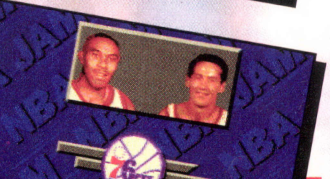
Fly through the air with the greatest of ease!

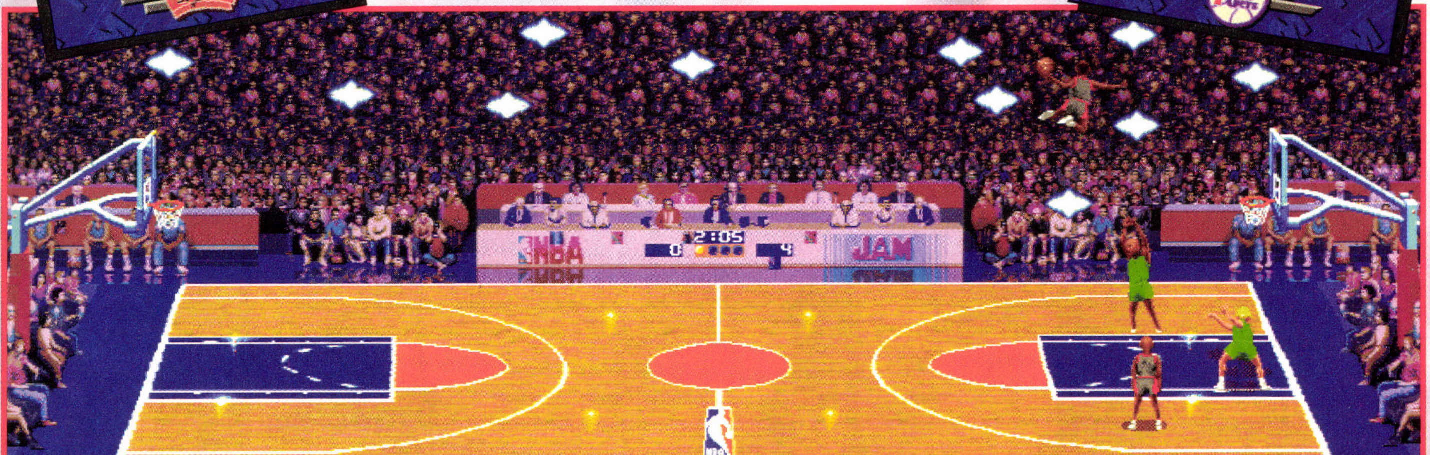

MUTOMBO
TURBO
ELLIS
MALONE
START
STOCKTON

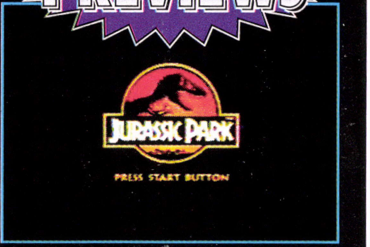
Hang on the rim to complete the effect!











MACHINE	SEGA CD
PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

Jurassic Park CD only provides the players with the option to configure the arrangements of the buttons. Too bad there aren't options to let you listen to the music.

ORIGINS

The blockbuster summer movie has spawned the most incredible video game on the Sega CD, featuring tons of special effects and realistic dinosaur sounds. It also can be used as an educational tool for children about the dinosaurs.

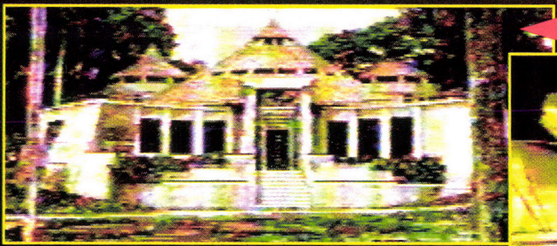
STORY

You've crashed onto Isla Nublar, a tropical island near the gates of Jurassic Park. Up until today, this lone island was a lush dinosaur preserve. But a violent storm ravaged the park and freed the dinosaurs. Now you must salvage their eggs and get them and yourself off the island.

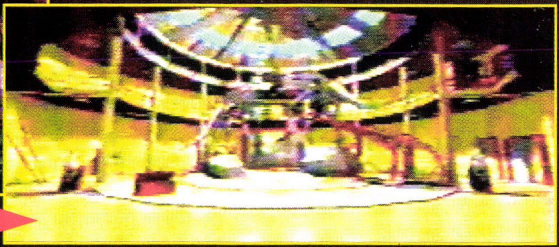
JURASSIC PARK

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT INC.

WELCOME TO THE VISITOR CENTER!

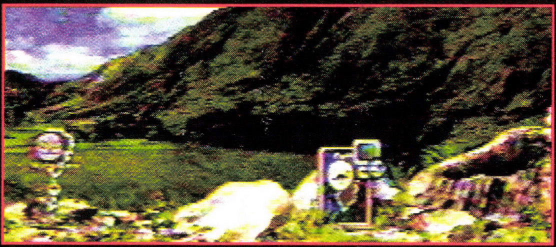


OUTSIDE

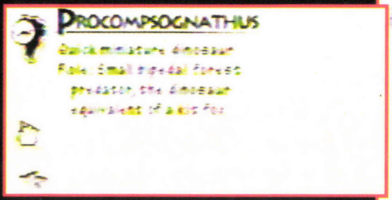


INSIDE

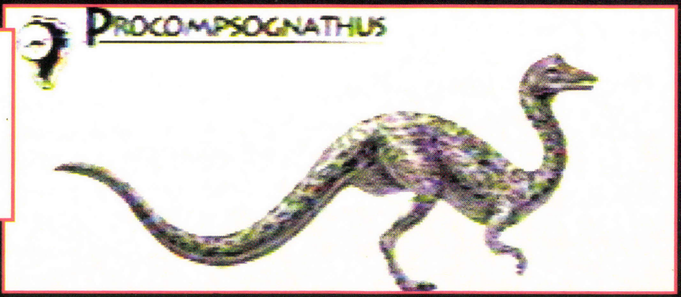
EDUCATE YOURSELF ABOUT THE DINOSAURS!



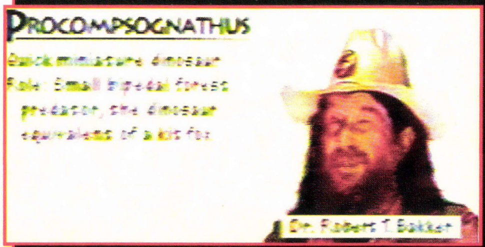
Locate the dinosaur signs throughout Jurassic Park. They provide you with some interesting information about the dinosaurs in that particular area.



PROCOMPSOGNATHUS



PROCOMPSOGNATHUS

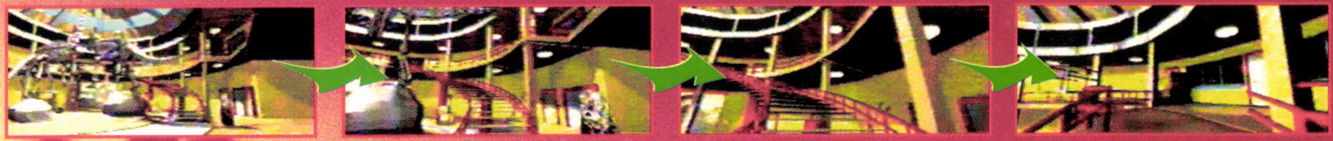


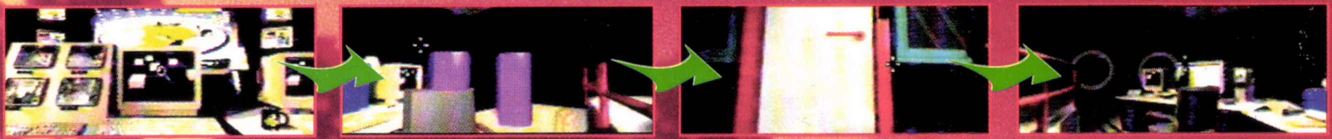
PROCOMPSOGNATHUS

Dr. Robert T. Bakker

Noted paleontologist Dr. Robert T. Bakker reveals important physical characteristics, survival adaptations, and hunting, feeding plus nesting habits of each dino.

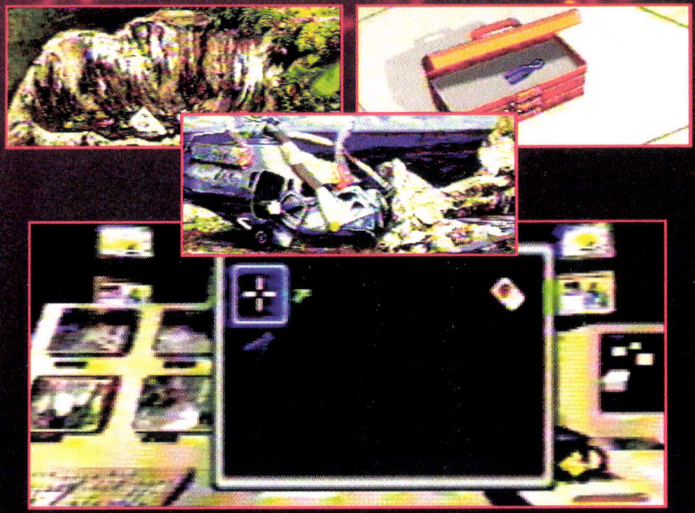
CHECK THE AWESOME SPECIAL EFFECTS!





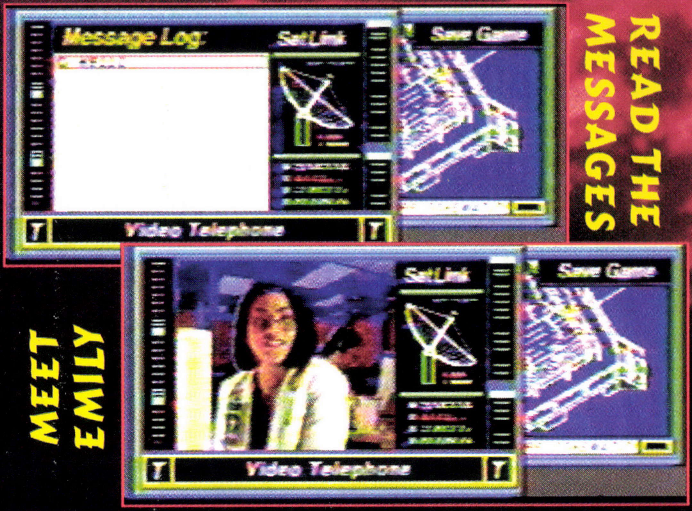
USEFUL ITEMS FOR YOU

In order to complete your mission, you must search through the island landscapes and facilities for items you will need.

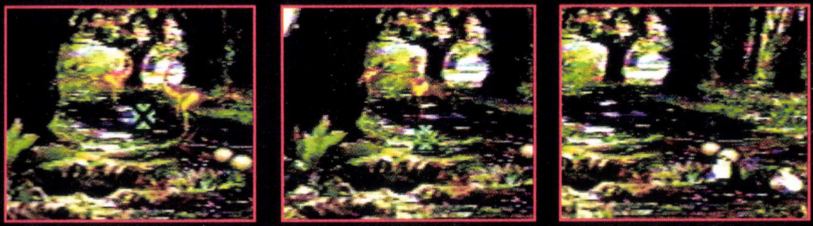


MESSAGES ON THE TERMINAL

Your contact throughout the mission will be Emily Shimura. Check the computer terminal frequently for her messages.

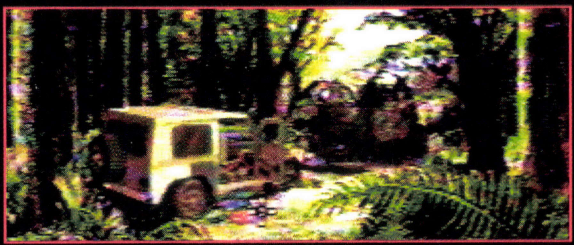

Message Log:
SatLink
Save Game
Video Telephone
READ THE MESSAGES
MEET EMILY
SatLink
Save Game
Video Telephone

LEARN OTHER TECHNIQUES

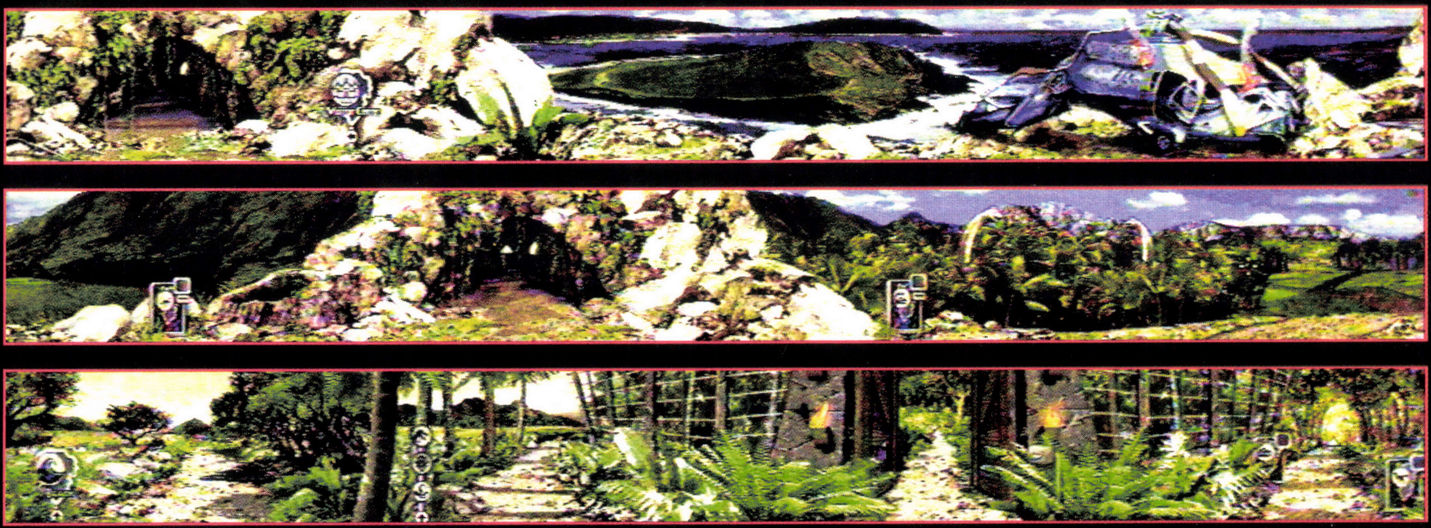


Fire a weapon to drive dinosaurs away so you can get objects in the area.

LITTLE DINO IN THE JEEP



THERE ARE MANY AREAS THROUGHOUT THE ISLAND TO EXPLORE!



ROBOCOP VERSUS THE TERMINATOR™

ROBOCOP™
VERSUS
THE TERMINATOR™
> START GAME
OPTIONS

MACHINE	GAME GEAR
PUBLISHER	VIRGIN
AVAILABLE	MARCH
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	90%

OPTIONS

The options include a difficulty level selector, music and sound effects on/off and credits display. Essentially, these are the only player-definable options available.

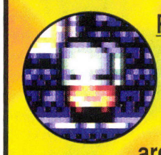
ORIGINS

Robocop vs. The Terminator shares a lot with its cousin on the Genesis. In fact, the two are nearly identical! The only difference between the two is in the graphics department. The Super NES version, however, is very different from these two.

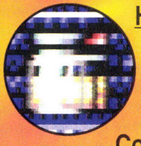
STORY

After their success with RoboCop, OCP uses new technology to build Skynet. After Skynet becomes self-aware, it sends Terminators back in time and pits ED-209 against RoboCop. Defeating ED-209, RoboCop is brought online in the future and must battle his way to Skynet CPU.

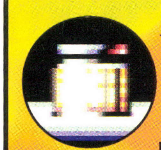
TRY TO PICK UP A LOT OF ICONS



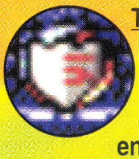
RoboCop 1-Up- Get this icon and it will give you another life. Look for this and grab it at all costs! Be advised, however, that they are not easy to find. Shoot some windows and you may get lucky!



Health Power-up- These are slightly more plentiful than the other icons. The health power-up will restore about a fourth of RoboCop's waning life. Try to pick these up on a "need to" basis!

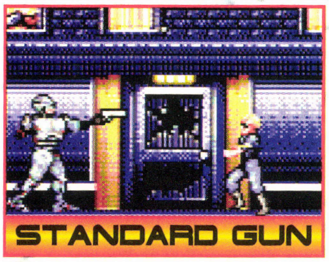


Full Health Power-up- If you are fortunate to find one when you need it, this little beauty could easily save RoboCop's life! Keep your eyes open and get these whenever possible.

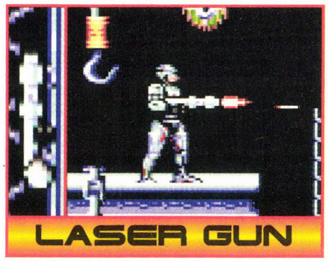


Temporary Invincibility- Here's a little item that you will definitely love! After taking this item, you will be invulnerable to any and all enemy bullets. When you get this, try your best to capitalize on it.

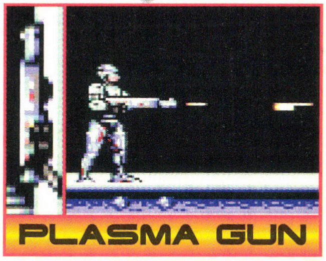
COLLECT THE VARIOUS WEAPONS



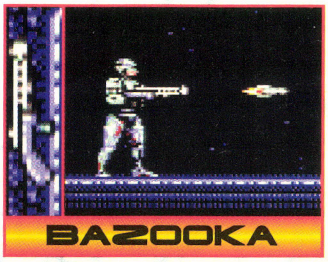
STANDARD GUN



LASER GUN



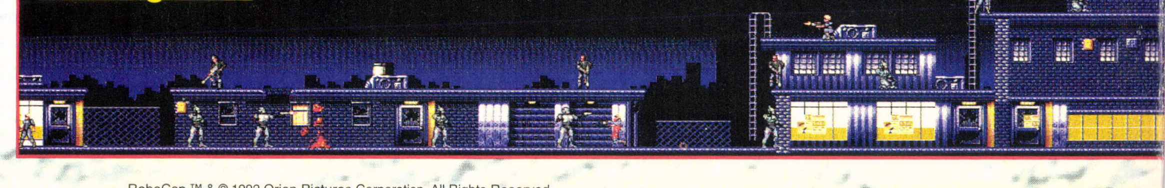
PLASMA GUN



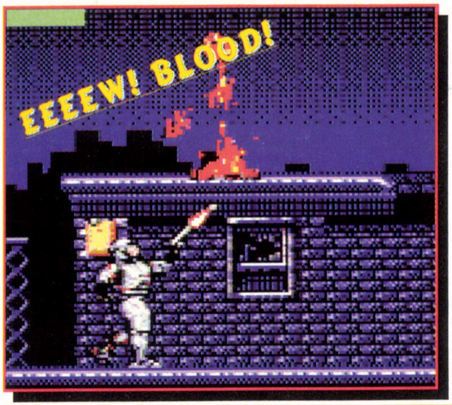
BAZOOKA

RoboCop has an impressive arsenal of high-tech weapons. You begin the game with RoboCop's standard issue handgun. The laser gun is an excellent weapon, but shoots a very thin beam. The plasma gun is a great weapon to have and it can fire quickly. The bazooka shoots a type of rocket projectile at RoboCop's enemies. This is a highly potent weapon which works well on any Boss you may encounter!

Training Level



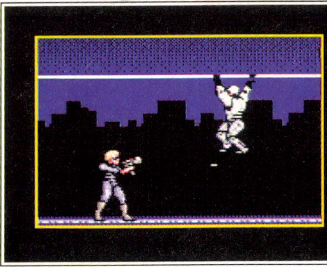
RoboCop ™ & © 1992 Orion Pictures Corporation. All Rights Reserved.
Terminator © 1991 Carolco Pictures Inc. (USA & Canada) Carolco International.

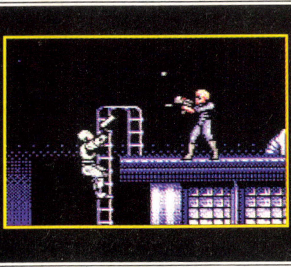


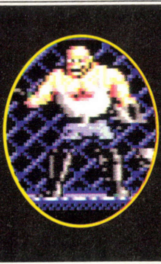
UH-OH, BLOOD!

Whoa! Was that what I thought it was?! Yup, you got it. Whenever you shoot an enemy, they explode into bloody goo all over the place! It should be interesting to see what kind of rating Sega will give RoboCop vs. The Terminator. I guess with all of the noise about video game violence that we've been hearing on the news, this should be a real media event! Be careful because this could rot your mind... NOT!!

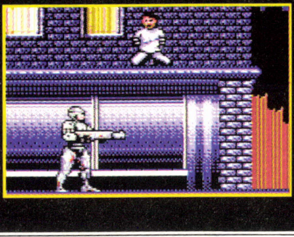
TAKE A LOOK AT THE LEVELS

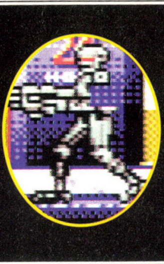




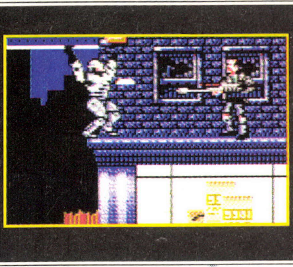


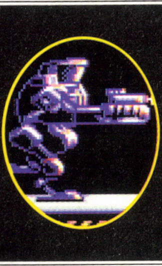
Training level- This level is pretty simple. You can pick up a weapon on top of the tallest building and use it on the bad guys. At the end of the level, you must destroy the Boss which is actually easy to do! For a more detailed description, see the map at the bottom of the page!



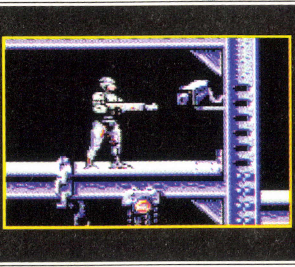


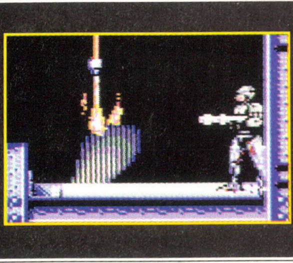
Level 2- This level is a lot more difficult than the first, but it is far from impossible. Your prime objective here is to free all of the hostages. The hostages are fairly easy to spot, so you really shouldn't have any trouble. At the end of the level, there's a Terminator that you must shoot.

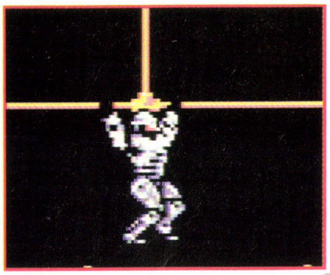




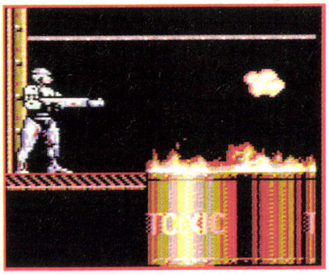
Level 3- Now things are starting to heat up! This level is pretty difficult. Your mission objective here is to knock out all of the security cameras. The Boss for this stage is really, really tough. It's the other RoboCop, and you must use attrition to win. Just keep shooting!



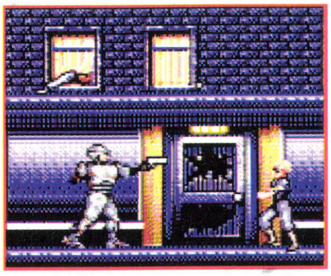




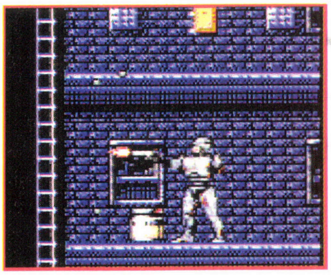
RoboCop goes hand over hand to cross certain areas.



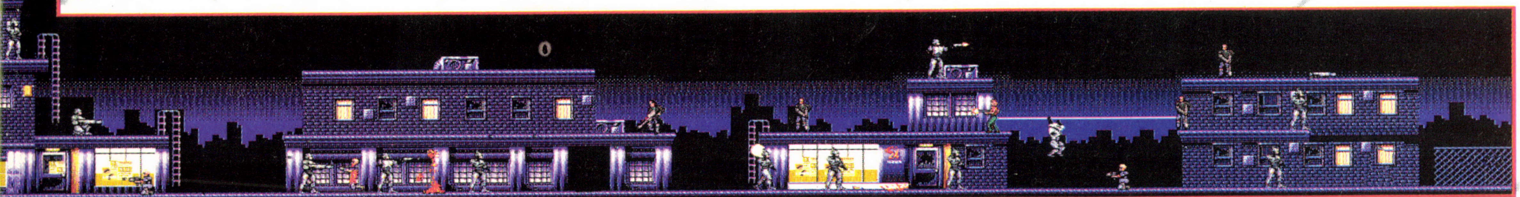
In Level 3, watch out for the big vats of toxic waste!

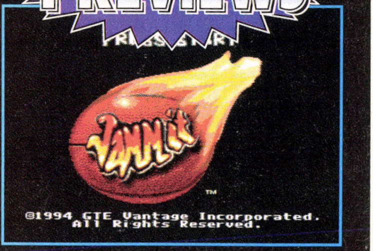


Try to get every weapon possible, to save your life.



Shoot the windows of the buildings to uncover items.




PRESS START
JAMMIT
©1994 GTE Vantage Incorporated.
All Rights Reserved.

MACHINE	GENESIS
PUBLISHER	VIRGIN
AVAILABLE	NOW
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

This game is full of options. You can change the music, turn off the talking, watch the computer play itself or even turn up a bass boost if you have a stereo TV.

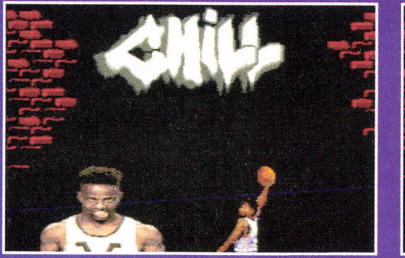
ORIGINS

This game is a variation of basketball. I say a variation because it is a rarity that you see a one-on-one that has so many options. There are many different types of one-on-one games you can play. It gives boring basketball games new life.

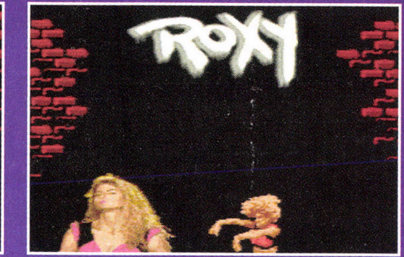
STORY

The object of this game is to beat all of your opponents in all of the different types of one-on-one basketball games. Once you finish the games, you get to play against Judge. He is the best character in the game. His speed and shooting abilities conquer all. Beat him and win!

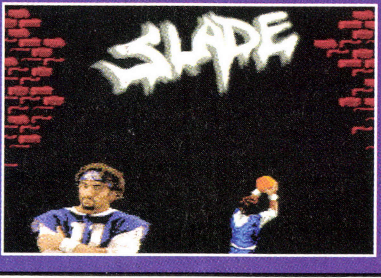
MEET THE JAMMIT PLAYERS!



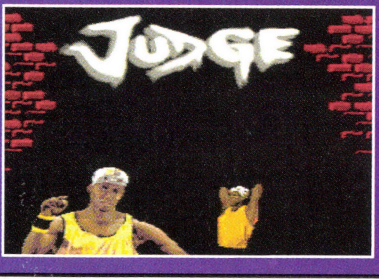
This guy is rough and good at slam dunking. Watch out!



This gal is fast and a good distance hitter. She sure is tough.

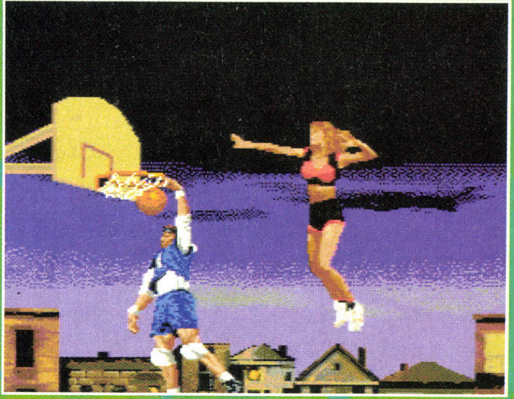


He never tires and is good for quick comebacks. Play as him first.

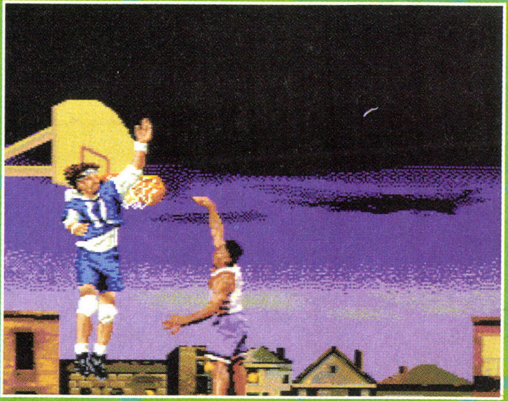


Judge is a good shooter. However, you can't play as him.

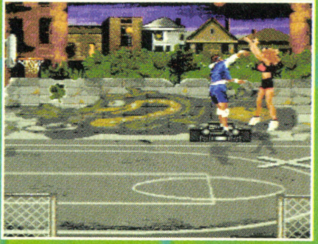
JAMMIT



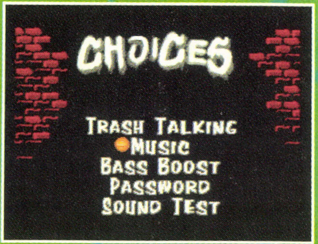
What a dunk! He must have faked out Roxy to get an open shot like that.



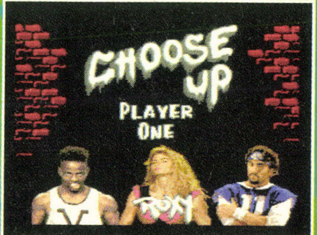
That ball is sunk! It takes some pretty good timing to sneak the ball in.



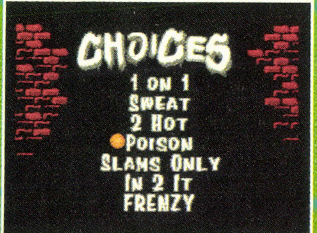
It's up, it's flying, it's good! Three pointers are tricky to pull off, but are simple once you get the hang of it!


CHOICES
TRASH TALKING
MUSIC
BASS BOOST
PASSWORD
SOUND TEST

In the Option Screen you can hear a Sound Test, change the music or put in your password.


CHOOSE UP
PLAYER ONE
ROXY

Choose your desired character in this screen. They are all different, yet all are strong characters!


CHOICES
1 ON 1
SWEAT
2 HOT
POISON
SLAMS ONLY
IN 2 IT
FRENZY

In the Demo Screen choose the type of game you want to watch the computer play.

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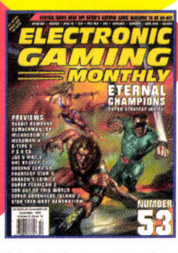
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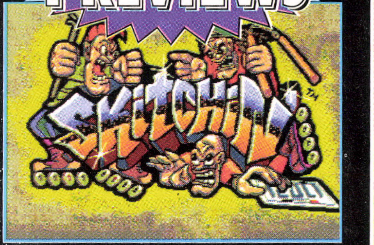


MACHINE	GENESIS
PUBLISHER	ELECTRONIC ARTS
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

This game is full of different options. There is a password feature, Tournament Mode, ability to change the controls and an option to turn the sound on or off.

ORIGINS

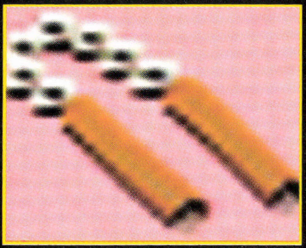
This game is almost an exact replication of Road Rash. It improves on a lot of things. With the growing popularity of rollerblades, EA grabbed the chance to capitalize on this growing fad. Road Rash fans will enjoy the new twist.

STORY

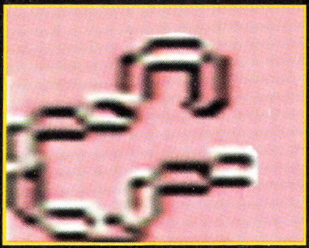
The object of this game is to skitch through major cities without developing a severe case of road rash. You want to do a lot tricks and go through the courses as fast as possible in order to get as much money as you can. The more money you have, the more gear you can buy.

WEAPONS

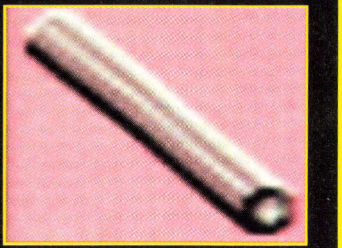
NUNCHAKUS



CHAIN

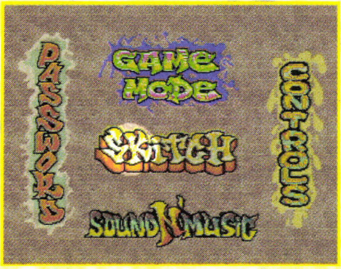


PIPE

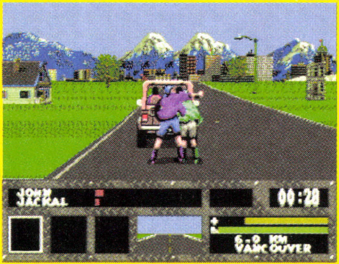


These are the weapons of the game. There isn't any real difference between them except how they look, yet a weapon does more damage than your hand.

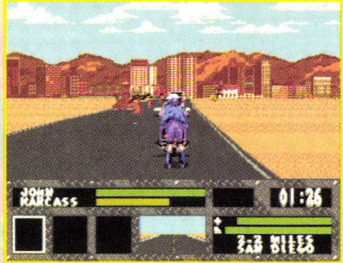
SKITCHIN'


PASSWORDS
GAME MODE
SKITCH
SOUND N' MUSIC
CONTROLS

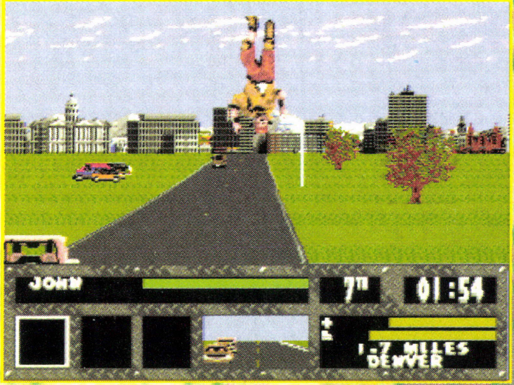
Here you choose what options to change.


JOHN
JACKAL
00:28
6.0 KM
VANCOUVER

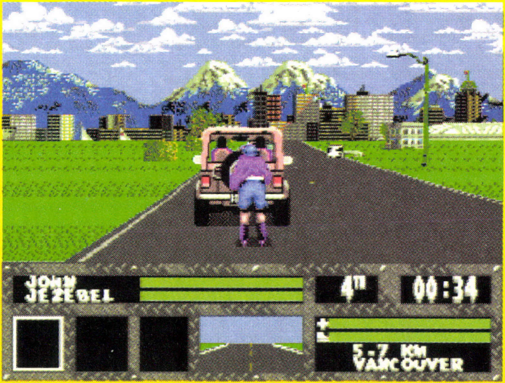
Punch out any enemies you encounter to keep the car.


JOHN
KARCASS
01:26
2.2 MILES
SAN DIEGO

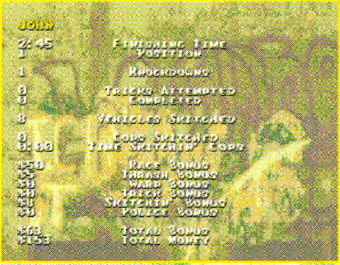
If you can skitch on a motorcycle, you'll really fly!


JOHN
7TH
01:54
1.7 MILES
DENVER

You can jump off ramps and do aerial moves, but landing is tricky.

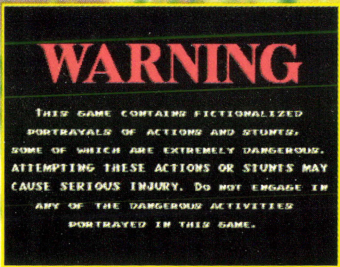

JOHN
JEZEBEL
4TH
00:34
5.7 KM
VANCOUVER

Most of the time during the game you are riding on the back of car bumpers.



```
JOHN
2:45      FINISHING TIME
1            POSITION
1           KNOCKDOWNS
0       TRICKS ATTEMPTED
0           COMPLETED
8       VEHICLES SKITCHED
0         COPS SKITCHED
0:00   TIME SKITCHIN' COPS
$50          RACE BONUS
$5          THRASH BONUS
$0           HARD BONUS
$0          TRICK BONUS
$8        SKITCHIN' BONUS
$0          POLICE BONUS
$63          TOTAL BONUS
$153         TOTAL MONEY
```

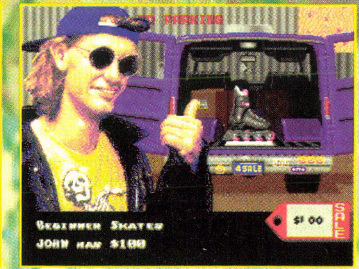
See what you earned on the skitchin' course.



WARNING

THIS GAME CONTAINS FICTIONALIZED PORTRAYALS OF ACTIONS AND STUNTS, SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT ENGAGE IN ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

EA gives a warning so no one will try to skitch.


NO PARKING
4SALE
$1 00
SALE

BEGINNER SKATER
JOHN HAS $100

This is the shop where you'll buy your equipment.

MEGA REVIEWS • COMING ATTRACTIONS • MEGA TRICKS INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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MEGA FILE

MEGA
TURRICAN
START
OPTIONS
©1994 FACTOR 5
PUBLISHED BY DATA EAST USA
LICENSED BY
SEGA ENTERPRISES, LTD.

PUBLISHER	DATA EAST
AVAILABLE	December
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	70%

OPTIONS

There are several choices under the Options Menu. You can alter the controller config, go through a Sound Test Mode and select the difficulty of the game

ORIGINS

Based on the original Turrican game that was brought out for the Amiga and later became a cart, this sequel also appeared first on the Amiga. The game is a great port from the computer version and makes for a super sequel.

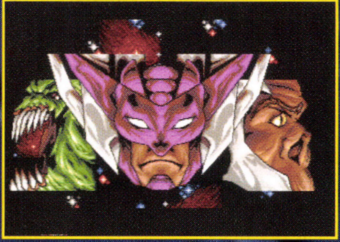
MEGA REVIEW

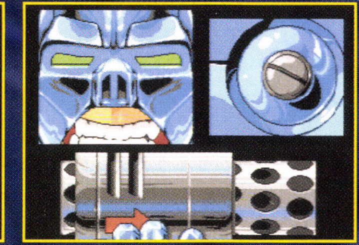
85%

Mega Turrican is a fairly close translation of the Amiga version of Turrican 3. You not only have all your former power-ups (including the invincible Roll Attack), but you've got a new technique—the Grappling Hook. The game play is intense and the tons of hidden areas in the game will keep you playing over and over.

- Mike Weigand

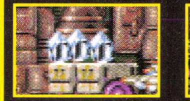
MEGA TURRICAN



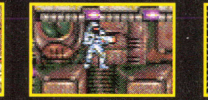


POWER-UPS

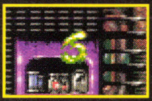
Shoot the boxes to release the Power-Up Options.



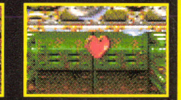
BONUS POINTS



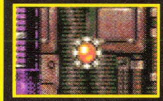
1-UP



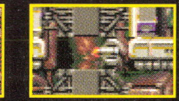
SHIELD



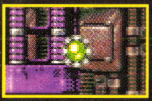
ENERGY



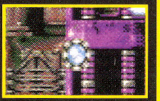
MULTIPLE SHOTS



HOMING MISSILES

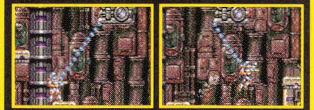


LASER SHOTS

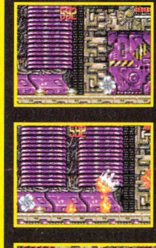


REBOUND SHOTS

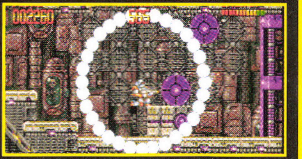
DEVASTATING ATTACKS AND OTHER TURRICAN ABILITIES!!



Use your rope to climb to areas that are out of your normal reach.

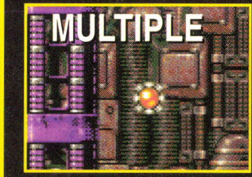


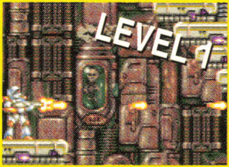
Bulldoze through menacing enemies with your fierce Roll Attack.

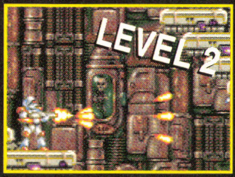


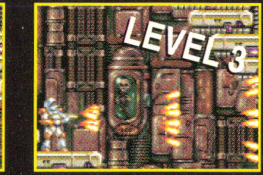
Each of your lives has three bombs.. use them wisely.

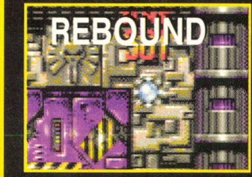
POWER-UP YOUR WEAPONS!!!

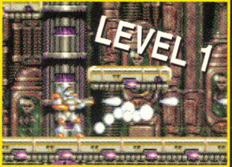


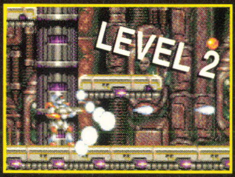


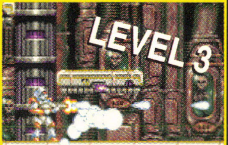


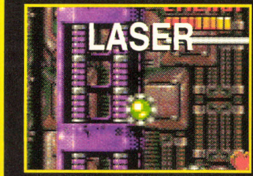


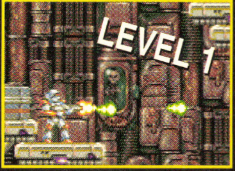


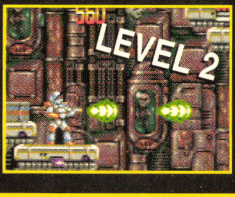


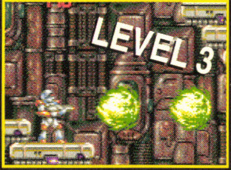




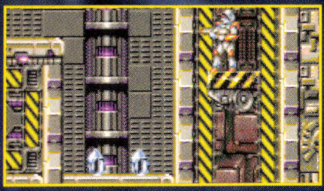


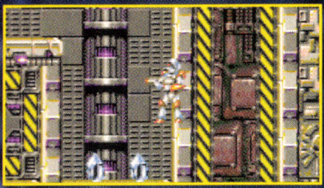




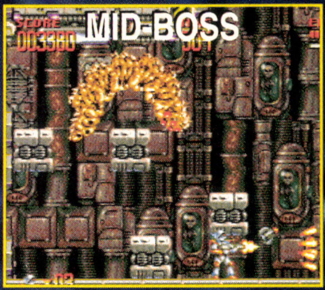


LEVEL 1 -The Fortress

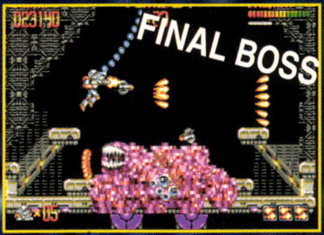


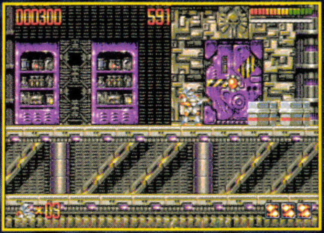


There are lots of hidden areas on this level with plenty of 1-Ups everywhere.

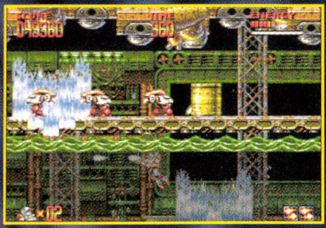


This level is a warm-up of what is to come. Be sure to practice your grappling techniques here as there are many hidden power-ups in unlikely places.

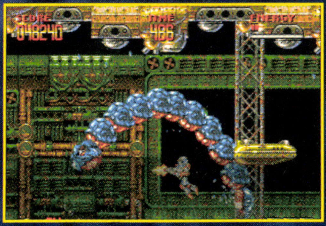


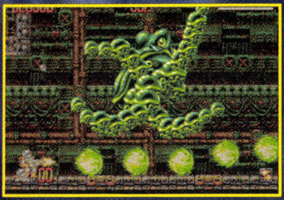


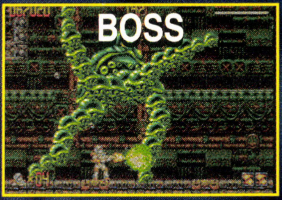
LEVEL 2 -The Underground Cavern



Fight your way along wet passages through the onslaught of mechanical drones that fill this level. Be careful not to get swept off your feet by the slippery waterfalls.

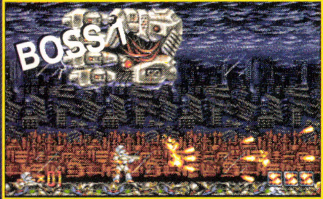


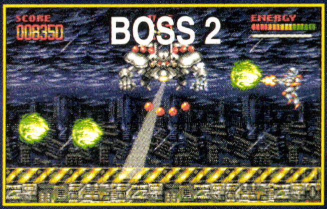


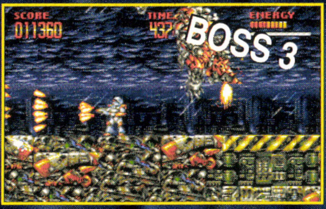


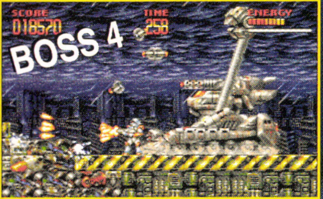
Midway through this level you must dive deep through infested waters to fight the Boss of this level. Concentrate on finding his weak spot but avoid getting trapped by his nasty tentacles.

LEVEL 3 -The Planet Surface

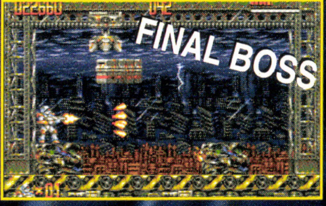




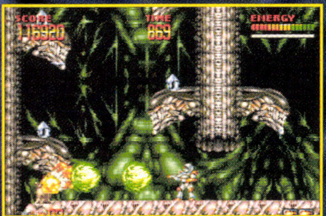




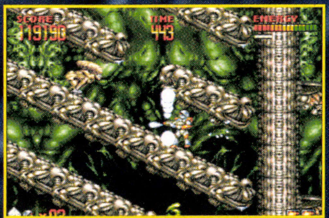
After jumping between floating ships in the friendly skies, you land on the planet surface. This level is a real trial as you have to fight over five Bosses!



LEVEL 4 -The Aliens Lair



Finally you make it to the heart of the enemies' hideout. Beware of aliens that latch on and drain your energy as you fight your way to a final showdown.



STORY

After eons of peace, mankind is again attacked by the evil machines. Bren McGuire, the fearless leader of the USS Freedom Forces slips on his turrican suit and prepares to fight the evil hordes.

GRAPHICS

MIKE	80%
HOWARD	85%

Graphics are great with tons of multi-level scrolling and a lot of attention to detail. Good color schemes.

AUDIO

MIKE	80%
HOWARD	80%

Cool sound effects and decent soundtracks keep you totally pumped through the entire game.

CONTROL

MIKE	85%
HOWARD	88%

Control takes a bit of getting used to with the Grappling Hook but otherwise it is very responsive.

GAME PLAY

MIKE	86%
HOWARD	87%

Plenty of technique and tons of hidden power-ups make this fun and very playable from start to finish.

MEGA REVIEW

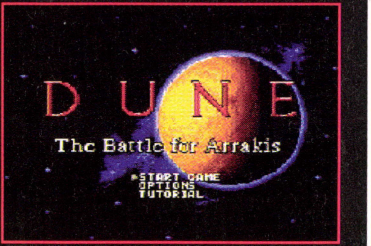
87%

I've always liked this game from the first time I played it on the Amiga. The graphics are great and the game play is incredible. There are lots of techniques using the Grappling Hook and the Roll Attack. Sounds aren't that impressive, but they are still good enough to support the intense action.

- Howard Grossman

GENESIS

MEGA FILE



PUBLISHER	VIRGIN
AVAILABLE	1ST QTR. '94
THEME	STRATEGY
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

Turn the music and sound on or off or just mess around with them. You can also have the radar on or off during the scenarios. Plus, you can input your own password.

ORIGINS

First came Dune for the CPU, then Dune II. Based on Dune II—the translations to the Genesis version are flawless. Compared to the first Dune, more action and strategies are taking place on this one. Many sounds and explosions.

MEGA REVIEW

93%

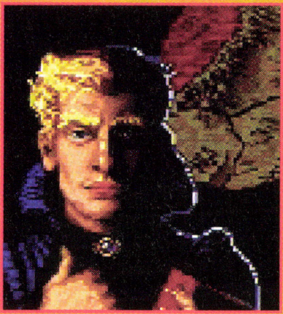
I've been waiting for a strategy game and this one surely filled that spot. With many units to move, you'll never put your controller down! Awesome sound effects, especially the scream when you destroy a unit of troopers. Choose among three houses to utilize their strengths. This one's action packed!

- Mike Weigand

DUNE

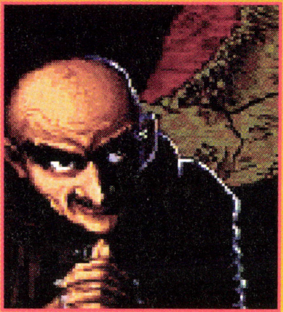
THE BATTLE FOR ARRAKIS

HOUSE ATREIDES



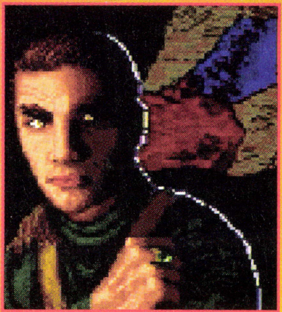
MENTAT - CYRIL

HOUSE HARKONNEN



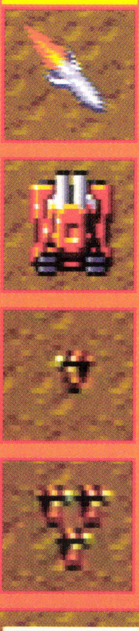
MENTAT - RADNOR

HOUSE ORDOS



MENTAT - AMMON

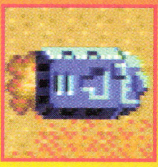
HARKONNEN SPECIAL UNITS

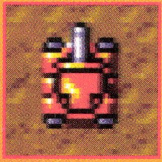


ESSENTIAL VEHICLES OF DUNE

CARRY-ALL
Carries damaged vehicles and picks up harvesters.

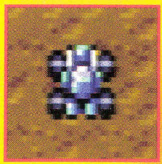
HARVESTER
Searches for and collects spice to transfer to base.





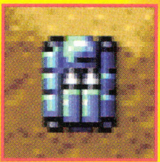
COMBAT TANK
Universal tank that packs a cannon.

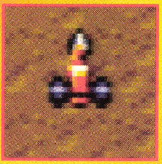
QUAD
Slower than the trike, but has more power.



MCV
Used to build another Construction Yard nearby.

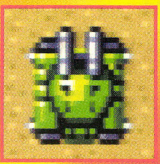
MISSILE TANK
Launches two deadly missiles.



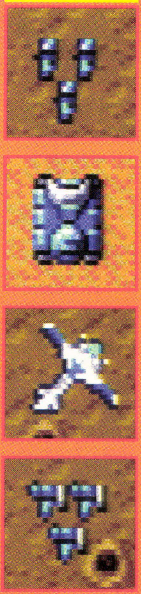


TRIKE
A very fast vehicle equipped with a light cannon.

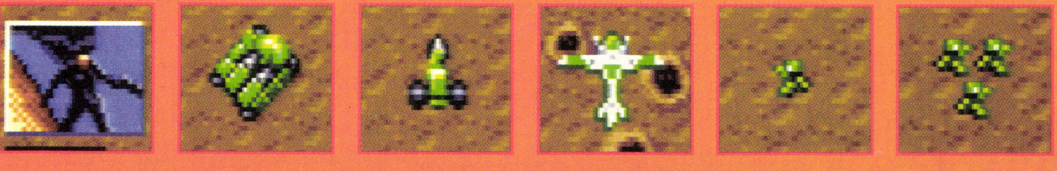
SIEGE TANK
More power and less speed than a combat tank.



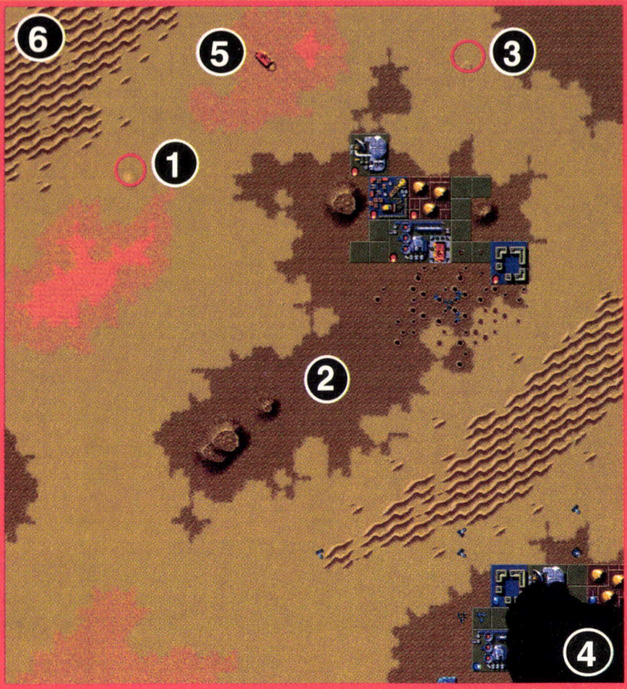
ATREIDES SPECIAL UNITS



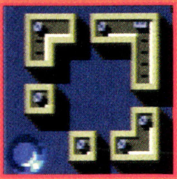
ORDOS SPECIAL UNITS



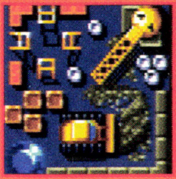
MASTER THE DUNES



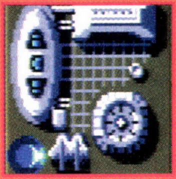
1. Keep your troops and vehicles away from this mound or you will be eaten by the Worm.
2. Construct your structures on these rock formations.
3. Shoot spice blooms to reveal large amounts of spice on the area.
4. Deploy to unexplored areas to accomplish total surveillance.
5. Use the harvesters to collect spice from the spice field. Darker orange means more spice.
6. High sand dunes will slow down the travel of your troops and vehicles.



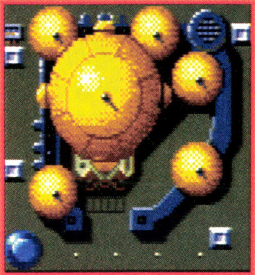
BARRACKS
Recruit troops and upgrade their equipment.



CONSTRUCTION
This is the workhorse of the base.

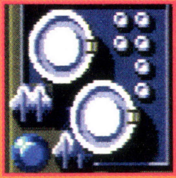


HI-TECH
Build more powerful weapons.

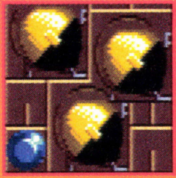


PALACE
Gain more power by launching specialized units and other gifts given to you by the emperor.

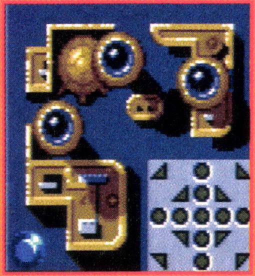
OUTPOST
Offers surveillance of the scenario.



SILO
Stores all the spice you have collected.

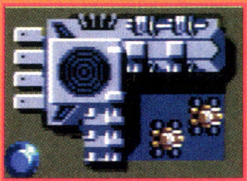


WIND TRAP
Provides energy for the base.

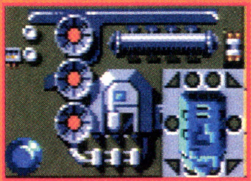


SPACE PORT
You may order vehicles from traders in space and find them much cheaper or much more expensive.

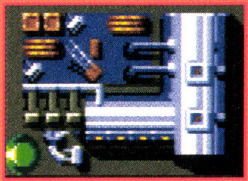
WALLS / TURRETS
Construct walls for defense. As for turrets, these add more protection by shooting rockets or devastating cannons.



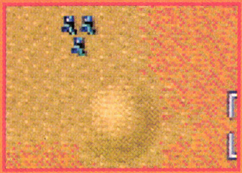
VEHICLE FACT
Upgrade and build your vehicles at this factory.



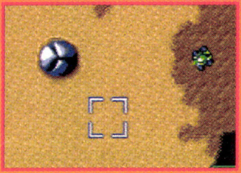
REFINERY
Harvesters bring the spice here to convert it to credits.



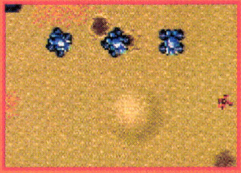
REPAIR FACILITY
Repair damaged vehicles here for more battles.



Watch out for the Sand Worm. Move your units away.



Keep shooting at the worms to scare them away.



STORY

As the leader of your house, you must conquer the other houses by collecting spice to construct buildings and vehicles of destruction. Advisers called Mentats will advise you on what to do to improve your battles.

GRAPHICS

MIKE 90%
HOWARD 91%

Although the structures and units are small, the details are exceptionally commendable.

AUDIO

MIKE 94%
HOWARD 93%

Incredible sound effects bring out explosions and death screams during the battles on the field.

CONTROL

MIKE 95%
HOWARD 94%

Able to have total control of your base and every unit on the field makes one great strategy game.

GAME PLAY

MIKE 92%
HOWARD 93%

Different scenarios are welcomed. Long hours or possibly lost weekends are sure to occur.

MEGA REVIEW

93%

While I usually don't like strategy games like this, Dune really impressed me. The missions were challenging and had enough action to hold my interest. The computer offered a good challenge, but I wish it could have been two-player simultaneous. Other than that, this game is really awesome. Don't miss it!

- Howard Grossman

MEGA REVIEWS!!

The Sega Genesis/Sega CD/Master System/Game Gear Resource

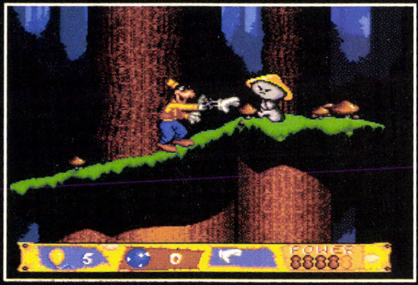
The Review Crew's pick of the issue!

Virgin's Son of Chuck for Sega CD

FEATURING

GOOFY'S HYSTERICAL HISTORY TOUR (Genesis), NBA JAM (Game Gear), (Genesis), GROUND ZERO, TEXAS (Sega CD) and SON OF CHUCK (Sega CD)

GOOFY'S HYSTERICAL HISTORY TOUR



Goofy must keep the museum exhibits in order or he will lose his job as janitor! The evil Pete is lurking around and is going to make life miserable for everybody's favorite Disney dog! Can Goofy keep his job armed with his Extend-O-Hand?

Absolute	Genesis	Action	8 Meg	Now

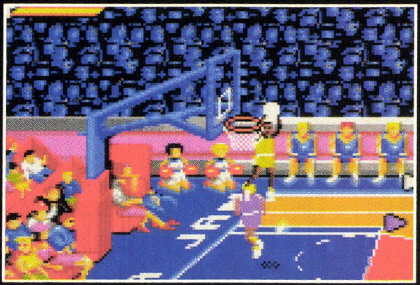
DAVE **63%**
Well, it's Goofy alright. Some of the animations are pretty funny and that adds to the fun. The playability needs some work, but the game gets repetitive after a short while.

G.O.G. **62%**
I didn't really care for this one. The control was OK, except when I had to jump. The best part of this cart was the Options Screen, which was pretty funny. I don't care for it.

MIKE **58%**
While the animations are pretty good, Goofy lacked game play. The levels are too similar and the controls felt sloppy. I'm not sure what this game has to do with history either.

BART **60%**
"I'm jumpin'!" says Goofy. Too bad the game isn't up to the other Disney entries. There are too many cheap hits and the control is really lacking. This game really doesn't come together.

NBA JAM



It's time to shoot some hoops! Pick your favorite team and go to it! NBA Jam is hitting all the platforms: Super NES, Genesis and now Game Gear! You can catch fire and score baskets from almost anywhere on the court! NBA fans take heed!

Acclaim	Game Gear	Sports	2 Meg	March

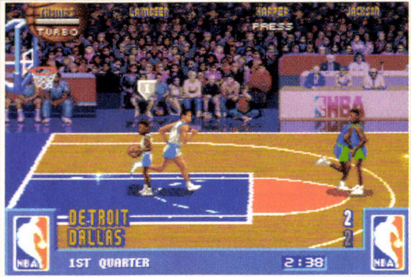
DAVE **80%**
I'm not a fan of basketball, but this game is decent on a portable system. So far, it's the best basketball I've seen on a portable. It plays decent, and the detail is okay. Overall, it's good.

G.O.G. **85%**
This is a great game. The Game Gear just seems to get better and better. Even though the audio was irritating, the game play was definitely there. It has a lot of detail to it, too.

MIKE **80%**
The Game Gear translates this title well. I'm upset that the jams have been removed, but it still is the best portable basketball game out on the market. Could've been better.

BART **78%**
For Game Gear, this is one of the best sports games around! There is plenty of action going on and there is a very high intensity level! Plenty of teams to choose from, too!

NBA JAM



The arcade smash hit NBA Jam makes it home on the Genesis with all the fast-paced action intact. This version has all the teams, moves and tricks you loved from the arcade. It's even compatible with the four-player taps, for more fun.

Acclaim	Genesis	Sports	16 Meg	Now

DAVE 81%

Whoop, here it is. NBA Jam for the Genesis. This is one awesome cart. It plays fast and it's really smooth. The voice is somewhat garbled but overall, this is a terrific two-on-two basketball game!

G.O.G. 80%

Being a fan of the arcade, I was pleasantly surprised by this cart. Even though the scaling effects are gone, and the voices barely understandable, it plays remarkably well. I like it.

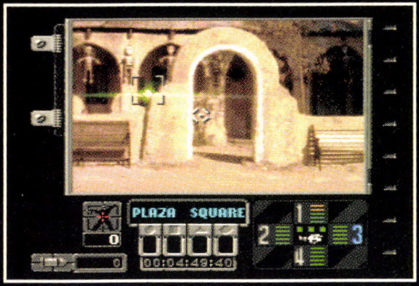
MIKE 75%

I don't know. This sports title is okay. It's a lot of fun with a bunch of players, but the voices were kind of shabby. The backgrounds lack the color of the arcade, and some of the effects.

BART 84%

That announcer sounds horrible, but that's the only flaw that I can see. NBA Jam is a great game for the Genesis, and playing four players is a major blast. I definitely recommend it.

GROUND ZERO, TEXAS



Aliens have taken over a small town in Texas and you must blow them away by using your weapons and hidden cameras. Spot them and take them out! Be careful of civilians, though as they are definitely not expendable! Go for it!

Sega	Sega CD	Action	CD-ROM	Now

DAVE 80%

I was surprisingly impressed with the game play. The story is cool, and your heart rate increases as you try to figure out who the bad guys are! It gets very repetitive, but it's still fun.

G.O.G. 80%

This is one of the best Sega CD games around. The story is involving, and it really heats up later in the game. The stationary shoot scenes are boring, but everything else is cool.

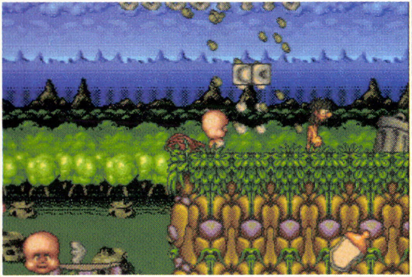
MIKE 82%

While I didn't like the unabortable intro, the game was pretty fun. The game play and play controls are decent, and the story line is intriguing. Definitely one of the better Sega CD titles.

BART 75%

Ground Zero, Texas is a lot like Night Trap in that you shuttle through different areas and nail the bad guys. This one is even more enjoyable! Fans of NT will probably be at home here.

SON OF CHUCK



Oh, no, da-da has been kidnapped by the evil Brick Jagger and with a goo-goo, gaa-gaa, his little son is off to get him back in this sequel to the first Chuck Rock. Help Son of Chuck bash enemies and build up a stink trying to rescue da-da!

Virgin	Sega CD	Action	CD-ROM	Now

DAVE 84%

The opening cinema of this game is awesome! The CD format of this game is fun and easy to play. It's not much different than its cartridge counterpart, but the little improvements are cool!

G.O.G. 80%

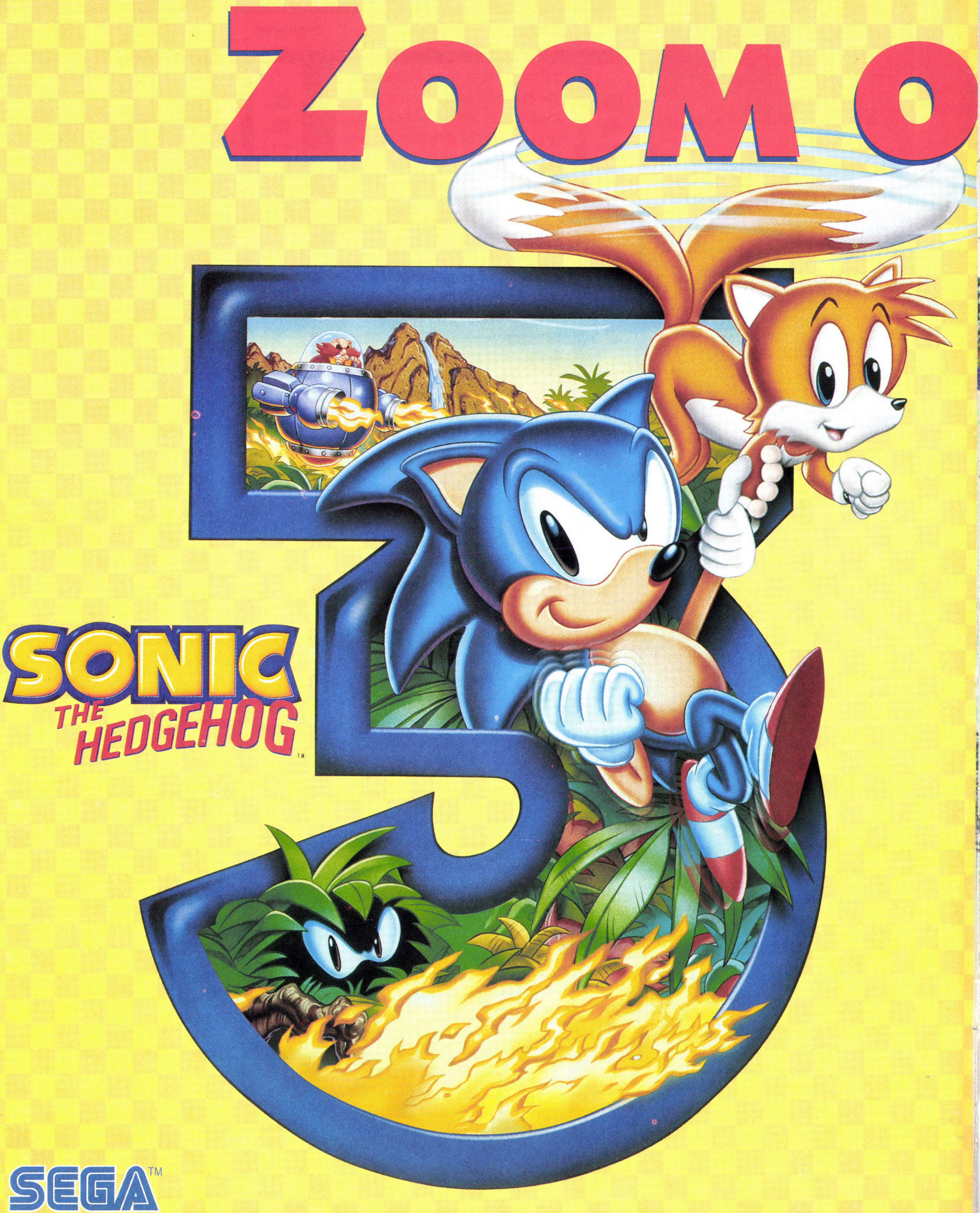
Son of Chuck roars its way to the CD format with little more than the cart. It's still a good game, and one to pick up if you don't already have it. The audio and graphics are all top-notch. I like it.

MIKE 80%

An incredible intro that will have you wondering if you're watching a cartoon! Though not very different from the cart, it has poor play control in areas. I thought it was fun to play.

BART 82%

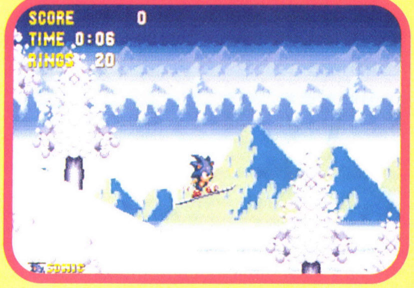
Son of Chuck is really a good game! The opening cinema is priceless and the excellent music really helps! Sega CD is getting even better with games like this one. Good job, guys!


ZOOM O
SONIC THE HEDGEHOG™
SEGA™

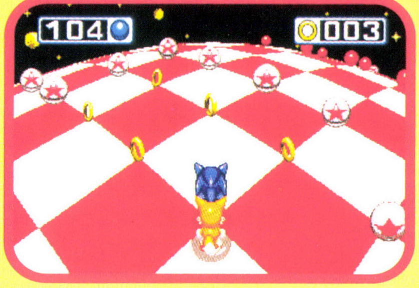
R DOOM!

Zoom into Action with SEGA™ Genesis™! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails™ to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

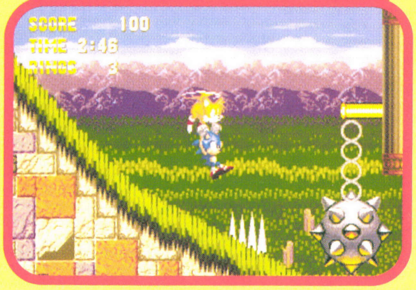
Snowboard
through the IceCap Zone--and check for chilled-out passageways and arctic power-ups!

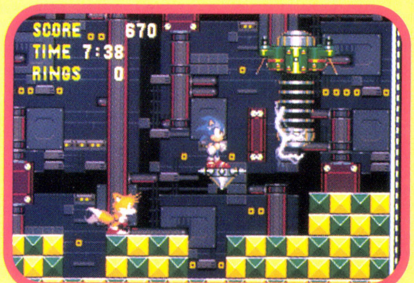

SCORE 0
TIME 0:06
RINGS 20

Warp Your Way
through the Special Stage to collect the Chaos Emeralds!

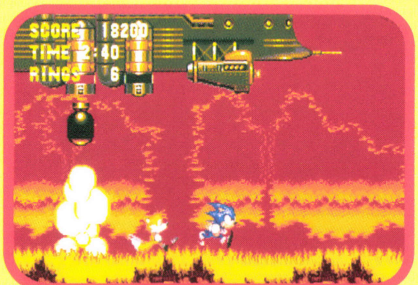


Take-off with Tails
in the Marble Garden Zone--and vanquish spike-wielding enemies with a point to prove!

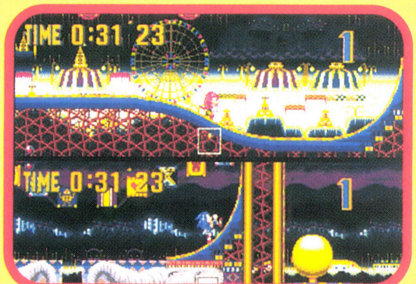

SCORE 100
TIME 2:46
RINGS 3


SCORE 670
TIME 7:38
RINGS 0

Battle Badniks
at every turn--and prepare for some electrifying close encounters!


SCORE 18200
TIME 2:40
RINGS 6

Outsmart
the demented Dr. Robotnik™--and his non-stop stream of nasty new inventions!


TIME 0:31 23
1
TIME 0:31 23
1

Be Sonic! Be Tails! Be Knuckles™! Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!

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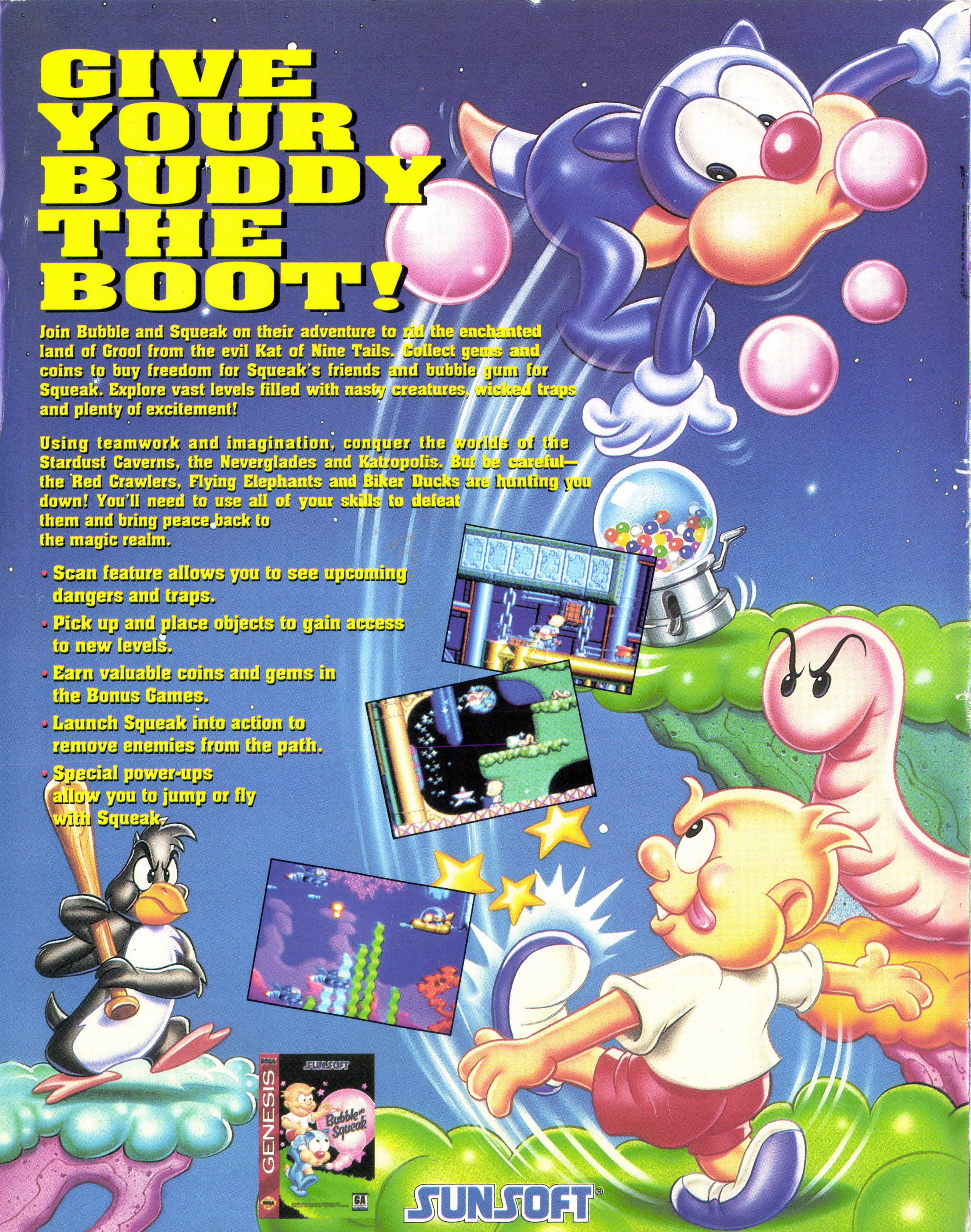
Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



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